THE AVALON HILL

Philosophy

Part 131

Just last week I received the following letter, from one of society's outcasts who is paying his dues in the state pen in Nevada:

Mr. Martin:

I am currently an inmate in the Nevada Dept. of Prisons. I am also a dedicated wargamer and own several of your fine games. I would like, if possible, to receive a catalogue of your latest games. This is to assist me in forming a gaming group in the prison I am currently in. I need also any additional information your staff would care to send on these games.

My problem is that the administration here sees wargaming and historical simulations as "counter-productive" and detrimental to the inmates' rehabilitation. As such, they recently confiscated my copy of *SIXTH FLEET*. I am now forced to play my copy of *SECOND FLEET* clandestinely to avoid it also being taken. I am trying to change the administration's narrow-minded viewpoint on wargaming and the genre. Any help in way of information on the hobby will be greatly appreciated.

George Haan, #26011
Jean, Nevada

This missive, this "cry in the dark", struck a cord. It stood out from the usual mass of correspondence I receive, those complaining about this or that that we did or didn't do (most of them rather trivial concerns when stripped of the rhetoric). Now I am certainly no liberal when queried on the rights of criminals, having some rather rigid views on our judicial and prison systems. But it does seem to me that the officials in Nevada might have gone a bit far in declaring our hobby "counter-productive" and confiscating one of the better representative titles. Mr. Haan has made his mistake (whatever it was) and is paying his debt to society (in whatever manner decided upon by the Nevada court); it seems shortsighted and ignorant to also demand that he give up something that might actually make him a more accomplished human being and a more productive member of that society . . . whenever he finishes his sentence.

It strikes me that, as with many books and periodicals (I'd be curious to know which ones are banned by the Nevada prison system), wargames —in the traditional sense— are excellent tools for broadening one's mind and experience, giving in this case an appreciation of history and world affairs that is lacking in so many of our fellow citizens. And, there are certain other aspects of living taught by our hobby—a healthy sense of non-violent competition, logic and foresight in planning, compromise and cooperation in multi-player games, gamesmanship and fair play—that I am sure the Nevada officials try to encourage among their charges. I suspect that, in Nevada like in most prison systems I am familiar with, the inmates are offered a broad range of physical games to help release the tensions of confinement; so why not some mental games as well? If basketball and softball aren't "counter-productive" to rehabilitation, how so is *SIXTH FLEET*? It would seem to me that an inmate, who supposedly is being taught the error of his ways and readied to again take up a productive role on the outside, would get as much from pushing around a stack of cardboard as he would from flailing away with a bat.

Then there is the educational side of wargaming. It's been my experience that the vast majority of inmates are not among the more lustrous lights produced by this country's educational system. In fact, most every prison system has some educational courses offered—from the remedial to the practical. Here we are treated to the sight of one who would like to learn more about the world he inhabits (albeit, in a non-traditional manner) and who has the initiative to spend his time doing so in a non-violent manner, yet is denied the opportunity by those who control his daily doings. I must wonder if the likes of *Air Force Magazine* (published by the Air Force Association), *Proceedings* from the U.S. Naval Institute, *U.S. News and World Reports* (which recently carried several articles on modern weaponry and future conflict), the *World Almanac*, and the many excellent magazines on history are also banned from the prison library.

A wargaming club in a prison would be a fine idea. It's a quiet way to pass the time. It doesn't take up much space. It is educational. It fosters a certain sense of fair-play and cooperation. It may even encourage some reading and study among the membership. It can give them some positive links, long-distance, with the outside world—through hobby magazines, PBM games, and correspondence with other gamers and/or clubs. Over the past years here at Avalon Hill I've had the opportunity to trade letters with several who are putting in time behind bars for various infractions. Indeed, I've even published a couple of short articles by inmates. Obviously, not all prison officials look on wargaming in the same light as do those in Nevada. What a shame that, in an institution that seems so concerned about rehabilitation, they see fit to close the door on any avenue toward that goal.

While I can agree with the temporary suspension of privileges—tobacco, candy, TV, sports, even wargaming—for infractions of prison rules, I don't understand the sense in a edict banning such completely. Especially when, as I've pointed out, I feel this "privilege" to be both educational and helpful in preparing a convict for taking up his life upon release. This attitude among the powers-that-be in Nevada must stem from some rather curious views of what wargaming entails and encourages. Perhaps they believe it fosters violence? Perhaps they view it as anti-social behavior? Perhaps they consider it a sign of arrested adolesence? If so, then either they are greatly mistaken . . . or a lot of folk I know and associate with are more mentally messed-up than I had supposed. (Gad, I'll even have to watch some of the police and security officers—such as Bruce Cluck of this issue's Series Replay—that play wargames with us with more care in the future!)

Anyone can make a mistake; some—like Mr. Haan—pay a higher price for theirs than most of us do. But I've always been one to hold that the punishment should fit the crime. Somehow, banning wargaming seems to step beyond that . . . akin to banning reading. I couldn't live without the ability to lose myself in a good book—or a good wargame. When enjoying either, I am able to broaden my horizons and understand my fellows better. You can't play games against someone for long without coming to realize some important truths—chief among these that they are human like you. It's not such a great leap from that to realizing that you should treat others as you would wish to be treated. And, isn't that the basic premise of "rehabilitation"?

In response to your unasked question, I sent Mr. Haan the materials he asked for, along with a couple of copies of the special issue of The *GENERAL* we produced for ORIGINS '88. And I offered to draft a letter to any of the officials in Nevada he might suggest, setting forth my views on their edict and on the positive aspects of our hobby. I would wish Mr. Haan the best of luck in his efforts to promote our hobby, and to better himself. (And, let this be a warning to our readership—if you foul up out there in the real world and get slapped behind bars, they might just take your games away from you; so tread the straight and narrow.)

In closing, what would you say to an intelligent adolescent who enjoys wargaming but whose parent has forbidden him to play our brand of games, and who has even trashed them as "counter-productive"? What can I say to Mr. Haan? On the other hand, you might have some choice words— reasonable or not—for the narrow-minded parent. As I do for the Nevada prison officials. ☆

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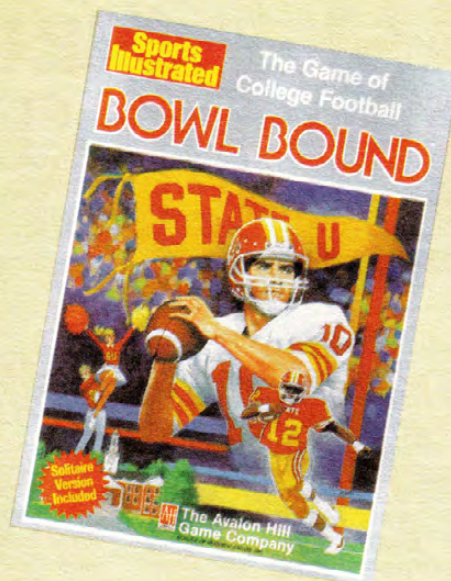
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SERIES REPLAY

GETTYSBURG '88

Confederate Player—Rex A. Martin
Union Player—Bruce A. Cluck
Neutral Commentator—S. Craig Taylor, Jr.

When casting about for a method of bringing this introductory wargame to the attention of the readership, a Series Replay seemed a "natural". We could introduce the rules and concepts, note its unique flavor, and give some hints on strategy and tactics—all in one lengthy package. So I recruited Bruce Cluck, an accomplished board and miniatures wargamer (whose only distressing trait is his preference for role-playing). Bruce works at Gettysburg College, as a security guard, with me; his family has deep roots here in Gettysburg tracing their presence in the region back to before the Civil War. Indeed, a number of Bruce's ancestors (great-great-uncles and such) where present during those three hot days in July 1863. Harkening back to my own Southern upbringing, I took on the Confederate role; Bruce, the Union. Craig Taylor, the game's designer, provided the neutral commentary of course.

We've decided to play the entire battle out, Scenario 5 in the booklet. To make things interesting, we are using a number of the Optional Rules: 10A1 and 10A2 to simulate the effect of commanders, 10B for artillery usage, and 10E to add the Initiative Marker (allowing one to call for re-roll of the dice). While there may be little use of a couple of these, we felt that the simulation value offset the slight increase in time and complexity. Bruce has had the game for a couple of weeks now, and so is thoroughly familiar with all these; and I pulled it off the shelf one night last week to refresh my memory on tactics and techniques. So we're both set to decide the fate of the Union. And, to complete the mood, we are playing this on the porch of Bruce's farmhouse (somewhere in hex P7) on a warm and quiet July evening, with only the fireflies and dairy cows as observers.

INTRODUCTION:

"Billie Yank raised corn; Johnny Rev raised cotton; and together they raised hell."

The 1988 version of GETTYSBURG is intended to be simple enough to serve as an introduction to wargaming for novices, yet still be entertaining as a fast and furious "beer and pretzels" game for the jaded ranks of the hard-core. This replay is an example of play for the latter sort, but the game's simplicity means that a short explanation of the rules will allow readers who have not yet played the game to follow right along in the narrative.

The scale is one turn equals two hours, approximately 700 yards per hex, infantry units are divisions, and artillery and cavalry units are brigades (actually, reserve artillery battalions for the Confederates). Headquarters units are provided for army, corps and cavalry division commanders. Turns are sequential, with one side moving and resolving all combats, followed by the other side doing the same.

Infantry and artillery units have five movement factors; cavalry and horse artillery units have seven, with ten for headquarters units. A combat unit's movement factor can be increased by one if accompanied for its entire movement by a commanding headquarters unit. Movement costs are usually one per hex, but there is an additional one movement factor cost to enter a woods or rough hill hex, to

enter an enemy zone of control, or to cross a stream hexside (all of these are cumulative). Movement cost is only one-half movement factor per hex, regardless of terrain, when following roads that are not in enemy ZOC. Units may not be moved directly from one enemy ZOC to another. Except for temporary situations while moving through friendly units, only one combat unit is allowed per hex, unless there is a commanding general present, in which case there may be two combat units in the same hex.

Combat units have zones of control (ZOC) that extend into all adjacent hexes. Most combat units have a weaker back-printed side (made obvious by a white stripe) for step reduction losses. Most units worth only one combat factor have that same value on their back side, although a few weak units have only one step and are eliminated when flipped over. Combats occur with adjacent enemy units, with the attacking (phasing side) allowed to divide combats as desired, given the usual restrictions that every enemy unit in a ZOC must be fought by somebody. A combat consists of using all involved combat factors for both sides as combat modifiers. Defenders get further combat modifiers (all cumulative) of "+2" if in a hill hex not connected to an attacker's hill hex, a "+1" if in a woods hex not connected to an attacker's woods hex, and "+1" if in a town hex. Regardless of the total modifiers, no side may ever be modified by more than "+10" for an individual combat.

Combat resolution has both sides rolling one decimal die, adding their modifiers, and comparing the resulting "combat numbers". If the defender's combat number exceeds or matches the attacker's combat number, all attackers retreat. If the attacker's combat number exceeds that of the defender, all defenders retreat. In addition, if the winning side's combat number exceeds the retreating side's combat number by 3-5, the retreating side takes one step loss. A difference of "6" or more inflicts two step losses on the retreating side. Step losses are assigned as determined by the retreating player.

Retreats are made, usually into an adjacent hex, as determined by the retreating player—with certain restrictions. If possible, retreats must be into a hex not in an enemy zone of control, but may be into an enemy ZOC if there is no other choice. If a retreat hex contains a friendly combat unit, the retreat continues until an empty hex is reached. If a retreat is impossible (i.e., surroundded by enemy units), the losing force remains in place, but takes an additional step loss. Immediately after winning a combat, an attacker may occupy the vacated hex with one or more of the attacking units.

Each "day" contains seven daylight turns and one "night" turn (which represents about ten hours of darkness). During a night turn, units may not move into enemy ZOC hexes and they must be withdrawn from enemy ZOC if possible. Combat only occurs at night when withdrawal is impossible.

A side gains victory points by holding battlefield objectives (Culp's Hill is worth three; the Baltimore Pike road end, one; Little Round Top, five; and each of the five hexes of Cemetery Hill, one each) and

causing enemy casualties. Casualties count one VP for each flipped-over unit on the board, and a unit's full strength combat factor if eliminated. The Confederates can win an early automatic victory if their victory points double the Union VP at the end of the first day, or exceed them by 15 at the end of the second day. Otherwise, the winner of this scenario is the side with the most victory points at the end of the third day.

TURN 1:

Confederate: Not much for me to do except watch what develops since I don't have any units on the board yet. This has got to be one of the few games around which doesn't start off with a bang as the aggressor attacks everything in sight. Trust Taylor's twisted mind to conceive of such a thing.

Union: Having never played Rex before, I'm not sure how he has planned to handle the first phase of the game, so I'll use Devin and Gamble in a delaying action. That way I can get as many units on Cemetery Hill and Culps Hill as possible. As expected, Devin did manage to delay the Butternuts. They had to slow down to step over the bodies and dead horses.

TURN 2:

Confederate: The Union on the first turn really has only one decision to make: whether to mass the cavalry under Buford (presenting the Confederates with the possibility of cutting them off or assaulting them en masse), or separating Gamble and Devin to screen the town and Wadsworth (risking defeat in detail of the two cavalry divisions). Bruce elects to fight a delaying action, and I play it safe and simply take down Devin. With that, I expect him to fall back onto his arriving reinforcements.

Despite having known Bruce for almost a year now, I've never faced him over a gameboard. I have no idea of his style of play. The Union player in *GETTYSBURG '88* must walk a fine line between aggressive play and careful defense. In my experience, the ones that seem to do well have a "gambling nature": a willingness to make risky attacks to whittle down the Confederate "killer stacks" and so buy time for his own position to develop as hordes of bluecoats arrive on the field. It remains to be seen if Bruce has this trait, or is overly cautious and tries to roll with my punches. Given my aggressive play and the stout Confederate units, I think that the latter course would give me the victtory.

Union: I hope to make the battle center around Cemetery Hill, forcing Rex to attack against a mass of units in the best possible defensive terrain. So all my reinforcements will be headed there, with just a couple to guard the flanks.

TURN 3:

Confederate: Bruce has left Reynolds hanging out to dry, and while I don't see why he did I'll try to make him pay—hoping to leave the arriving 1st Corps leaderless and relatively ineffective. Heth merely moves to guard my flank with Pegram's guns

in support (remember, under the Optional Rule artillery has a two-hex range and can add its weight into the defense if not attacked itself). Heth does run a small risk of being attacked. But at this point the damnyankees (as I've said before, where I was raised it *was* one word) have more to lose than I in any even-odds battle, notably so since I hold the Initiative Chit.

Unfortunately, my attack on Reynolds doesn't accomplish anything worthwhile. And I am not about to relinquish the Initiative Chit on such a battle. For the next several turns I grow in strength and have most all of the advantages. I'll save the chit for a "game-breaker"—a moment of disaster or missed opportunity that can be put aright for the Rebel cause and bodes to win the match.

Union: On no! I've been looking too far ahead and forgot about Reynolds! (Now I know it's been awhile since I last played a wargame.) Luckily he managed to hold out so I'll move him to better cover. Reynolds is moved to Culps Hill, with the hope that Robinson can reach him in time before Rex attacks. And I'll try to make Cemetery Hill a blocking position to protect the Baltimore Pike.

The situation is beginning to develop, and the strategies of each side are starting to be revealed. Leaving Wadsworth dangling out in the open was an obvious error, but the dice were such that it had no effect.

TURN 4:

Confederate: Not unexpectedly, Bruce is going to make me fight for Cemetery Ridge and so packs it end-to-end with bluebellies. And he moves Reynolds with Wadsworth to hold Culp's Hill, the only appreciable force that can reach it; too bad for him Robinson hasn't the movement (it takes three MP simply to enter the hex) to reinforce them. It does seem to me that he should have evacuated Reynolds back to the main body. Commanders in this game can be crucial if you expect to be able to mass troops in a hex (otherwise only one piece can occupy a location).

Thus, Hill and the newly-arrived Ewell assault Culp's Hill, getting the best result possible for me. I normally don't like making purely infantry attacks with my big Confederate divisions, since any step-loss can be devastating in terms of combat power. But this fleeting opportunity is too good to pass up, and I've the Initiative Chit to try and salvage the situation if my die is cold. But I luck out and gain my first significant victory points (six) of this playing. Hill's advance insures that the hill remains mine.

Union: Reynolds is out of luck, and is killed in the first major Confederate attack. Well, at least he lasted longer this time than he did on his first visit to Gettysburg. Meanwhile I strengthen my position at Cemetery Hill, with Steinwehr in reserve. I've not enough strength to attack, and this is about all I can do without Reynolds to command I Corps. Buford is the sacrificial victim to slow Rex down.

Note that in the Rebel attack on Culp's Hill, Wadsworth does not get the +1 modifier for the woods in the hex, as they connect with the woods in hex N9 containing some of the attackers. By George, that just may have been why Rex put them there. Good show! The loss of Reynolds will hurt the Union effort for the remainder of the game, since Option 10C1 (where lost generals are replaced at night) is not in use. The two-step loss that led to the elimination of Wadsworth's infantry division and the General Reynolds headquarters unit (headquarters are eliminated if caught alone or if all combat units with which they are stacked are eliminated) points out that it is usually a good idea for front-line generals to accompany forces that can stand at least a three-step loss to avoid these sorts of worrysome disasters.

TURN 5:

Confederate: Virtually the entire damnyankee army forms a phalanx on Cemetery Ridge. But I think he erred in leaving Buford/Gamble at the point. On the other hand, this cavalry screen may just be to insure that Howard remains a viable force. At best, Howard and two units would only be three strength points better than what he has here.

Regardless, I'll let Lee dust them off the hill. Meanwhile Anderson guards both my flank, and the troopless Longstreet. And Ewell moves to the other flank to play games with Bruce's composure by threatening the Baltimore Pike entry/VP hex. Too bad Buford escapes. No particular reason for Lee to occupy the hill yet, and why invite a Union counterattack; I prefer him as passive as he has been thus far. Early insures that any attack on Lee is made from two hexes only (meaning an even-strength attack at best for them Yankees).

Union: Here they come, as Lee positions himself for the attack on Cemetery Hill. I must try to hold the hill and get reinforcements to it to anchor my line. Meanwhile, having survived the assault, I feel confident that Buford will be able to get to the Baltimore Pike and hold there. Hancock hangs around to wait for somebody to command.

So far, no butternut losses. The Union player may be playing too defensively, but Confederate plays have been moderately cautious so far also.

TURN 6:

Confederate: "Passive" is certainly the operative word here, as Bruce does little except extract Buford to guard the pike in I11, and hold Hancock near Little Round Top. Now I can launch my own attack to clear Cemetery Ridge. Ewell cuts the Baltimore Pike and threatens to overwhelm Buford, while Early marches to join him. Jenkins, too. The rest guard my right flank, hopefully extending the enemy line; otherwise I'll outflank him and could reach the Round Tops. Longstreet twiddles his thumbs.

My attacks go as well as can be expected, and I've smashed up Howard's corps a bit in the bargain. Unless he counterattacks, I should be able to have the ridge complete next turn, and can then ready myself for the inevitable end-of-day Union counterattack.

Union: The dice have not been good to me. I must break contact! And I must slow Ewell up or he will cut off the Pike and cause my arriving reinforcements all sorts of problems. Slocum attacks!

Illustration #1: The Confederate assault on Cemetery Ridge, Turn 6
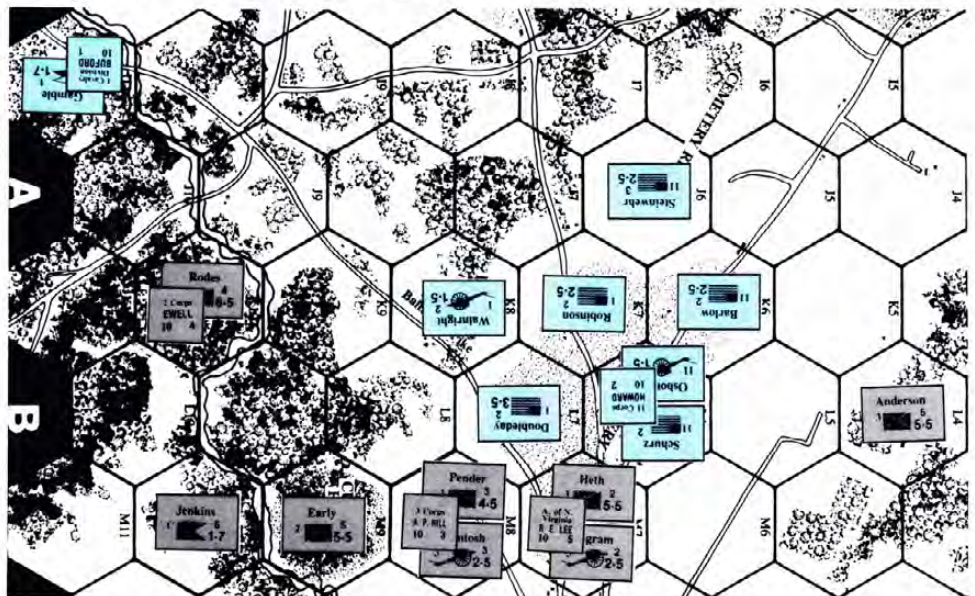
TURN 7:

Confederate: At last, some life from the damnyankees last turn as Slocum and crew look to thwart Ewell's advance. But my stout boys hold out and make him pay. The rest of Bruce's forces break contact, knowing I'm not going to stick Lee or Hill so far forward. And he cleverly positions Doubleday to try and contest the one-VP hex.

I'll fight him for that point, since I've some 14 VP and just two more means I'll double the VP he has. The Rebs need twice the number of enemy VP to grab an "automatic victory" at the end of the first day; and since there can be no combat (usually) at night, he'll only have one shot left to save himself. If nothing else changes, I could win the game here and now! Ewell will strip off Wainwright (the "classic" soak-off tactic is in full force in *GETTYSBURG '88*). Longstreet goes to Gettysburg town so he can reach his arriving troops next turn no matter where I commit them.

The attacks go very well, bringing my VP total to 19 points! Too bad I had to sacrifice the Initiative Chit to save Lee being embarrassed, but this could be the "game-breaker" I spoke of earlier. Now to see what Bruce can do to try and save the day, Make no mistake, this game can be swung tremendously by the combat die rolls. Having that chit allows one to gamble a bit, and insures that the enemy must suffer whatever you can do to him. It very much encourages offensive play—for awhile. Regardless, I've an impressive line of troops, nice and straight in excellent terrain. Let them bluebellies come!

Union: Now I am forced to strike and hope to cause as much damage as possible. But the dice haven't been very good to me so far. On the other hand, now I have the Initiative Chit, and that helps considerably when planning how to snatch—if not victory—at least a delay from the jaws of defeat. Anderson was left forward with no back-up. When the smoke cleared, the field was littered with Rebs. And that should keep the game going into a second day.

States-Rights Martin has had good luck so far to avoid giving up the Initiative Chit. Point-wise, the Federals were now in desperate straits, but this turn's two even-odds Union attacks work beautifully. The Union is SAVED! (For now.)

TURN 8:

Confederate: Oh me God! I knew the moment I used that chit, it would return to haunt me! I goofed; shouldn't have gotten cocky and stuck Anderson so

far forward unsupported. At least Ewell had the good sense to retreat without losing a step. The loss of Anderson's division gives a final VP tally of: Confederate—19, and Union—13. Meaning I've probably lost my best shot at winning this game outright. This is the perfect example of how an adverse die roll can dramatically affect the powerful but brittle Confederate army. Worse yet, now hordes of Yankees pour onto the field. All I can do this turn is put my "killer" stack under Longstreet together, insure I hold Culp's Hill and Cemetery Ridge as strongly as possible, cover my right flank, and position myself for a grand assault at dawn.

Union: At last, my significant reinforcements start to appear. Now it's time to get positioned to change tactics drastically. Ewell wisely decided to pull back, but Rex has made Cemetery Hill look very formidable.

TURN 9:

Confederate: The enemy line suddenly starts to look rather imposing! Some hefty stacks and the two VP hexes well guarded. He even has some reserves. My own position, on the other hand, looks rather thin. Now my maneuver must be a great deal more cautious as any mistake could see one of my big groups surrounded and annihilated by a pack of pygmies. It's going to be a real slugfest now.

I'm not sure what purpose Osborne's sacrifice serves, but I'll accept it. My other two stacks look to crack the Union position guarding the Baltimore Pike, while my center holds the edge of Cemetery Hill. Osborne's battery is overwhelmed, but that damn Muhlenburg cost Pegram a step-loss. Bruce does use the Initiative Chit to save Slocum's troops, but is still forced to retreat. However, at this point I don't dare advance with Ewell.

Union: Slocum's attack lost steam and the chit had to be used during the Reb counterattack. It did save the troops, but he is still forced to retreat. I simply can't afford to lose him now; he'll be needed later. My own attacks are simply jockeying for position and to keep Rex off balance. Just wait Rebs, things are going to change real soon.

The worm turns! After playing it cautious most of July 1st, mild-mannered Billie Yank seems to have changed into his supersuit and is instituting an attrition strategy of constant attacks to wear down Johnny Reb. None of these draw blood this turn, but the Initiative Chit is now in Federal custody.

TURN 10:

Confederate: Heavy Union attacks on both flanks force me back a bit, and draws the Initiative Chit to maintain Longstreet's powerful force in being. But it cost the damnyankees another unit (Randolph), small though it may be. Obviously he used Randolph to keep Nelson out of the battle, but his defensive fire wouldn't have made a speck of difference anyway. However, I note a dangerous trend here. Whereas the first day, Bruce tried to play a defensive strategy until the imminent threat of losing drove him to desperate—and successful—measures, now he has become a veritable tiger . . . attacking and attacking any weak point (and some not so weak). Add to this new attitude the fact that he is a fine gamer, a quick learner, and is starting to have some powerful stacks of his own (just look at Sickles and Hancock), and I could be bled white.

I too look to the flanks to break things open— attacking Howard on my right, Sykes on my left (with Jenkins peeling Martin off). But I've no reserve to speak of, and that rather worries me since I like insurance in case of mistakes or bad luck. But no time to worry about it now, as blood flows freely at each end of my line. Unfortunately, Lee and Ewell in the main assault are driven back.

Union: The time has come. Now I intend to throw everything at him. Hopefully, I can shock his line

enough to break through somewhere. I've units in reserve to plug any that open in mine. It's time for some real bloodletting.

TURN 11:

Confederate: Dammit—to coin a phrase. Once he has the idea, Bruce is deadly. My Texans are dead! Johnson is shot to hell, my right flank virtually gone, and Sickles' monstrous mob is rolling onward. In the center, I fare better, but it is only luck that Early held out. To give you an idea of the intensity of the combat at this stage of the game, the round just finished saw the Initiative Chit change hands three times! And our lost strength points (counting those units KIA and flipped over) are dead even!

A lot is going on this turn for me, as I scramble to recover. Johnson retreats, hoping to get out of the line of fire; Nelson falls back to guard the town. Meanwhile I again attack Sykes, trying still to get to the VP hex on the Baltimore Pike. And I'm going to drive Hancock back off *my* hill. I can't let him have a toehold here to exploit or my whole position can become untenable. All goes well. 'Course, I hold the chit, so there's not much Bruce can do about my "hot die".

Union: Rex hammers back, and I take some significant casualties. But things are still looking good for me. Hood has been terminated, Johnson has been sent scurrying, and Sickles is hunting for more targets. Again the blue lines roll forward to strike all along the line.

There has been a good bit of bloodletting these past couple of turns, but I have to question some

Illustration #2: The Union counterattack at dusk, Turn 7
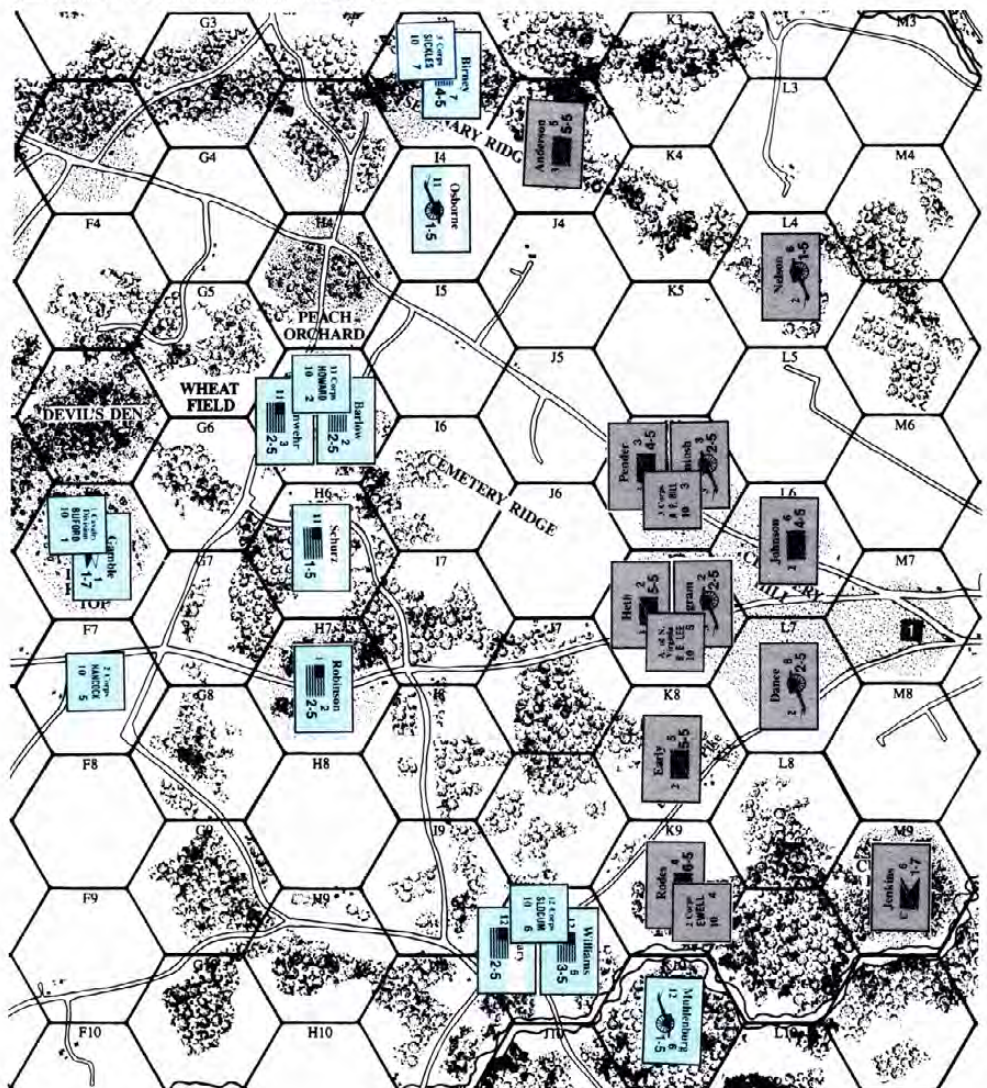
of the Union attacks. Given even die rolls, roughly even (say, with the combat modifiers within two of each other) attacks are unlikely to cause many casualties—just lots of retreats. The barely touched Confederates retreat at the end of one turn, only to come roaring back with high differential attacks at the start of the next. The Army of the Potomac can win a battle of attrition with the Army of Northern Virginia, but they have to keep the losses closer.

TURN 12:

Confederate: Whew! Another all-out assault by the damnyankees. Looks like Bruce is trying to blow this game wide open; he even ignores the shot-up Johnson to attack my most powerful stacks. This time around I suffer on the left, but prevail on the right. And I hang tough with that Initiative Chit so I can pay him back . . . hopefully.

Only two attacks this time, looking to blitz Tyler and Slocum. I've got to kill a bunch of these little units to tip the balance in my favor. Otherwise he's going to eventually wear my army down. Already I've several endangered units, and his pressure on Cemetery Ridge is increasing. Despite my success this turn, the Rebel line is awfully thin; if it cracks, my Southern patriots could be swarmed under. It is definitely the time of crisis for the South.

Union: "Once more into the breach." I have to break down those horrible stacks of his. They are the main target now; I have no real interest in capturing terrain. But they are too strong. The attacks on both the right and the left went well, and forced Rex to use the chit to try to save Ewell.

TURN 13:

Confederate: It's the midpoint of the game, and things look grim for the good guys. My artillery has been shot apart, and I gave up the Initiative Chit in a futile attempt to keep Ewell a viable threat. At the moment I can claim only 26 VP, while Bruce can claim 27 VP! The tide may have turned, but I've got a couple of good shots left . . . and now's definitely the time to take them. It's the hour for some fancy reorganization and battlefield heroics.

First I must insure I hang onto Culp's Hill to anchor my line (such as it is), so Ewell's survivors make their way there. Stuart arrives amid great celebration to plug the middle; Pickett relieves poor Johnson in holding the right flank. Then, Hill and Longstreet counterattack the damnyankees, not so much for territorial gain but to smash up Bruce's units. Make a note boys, we're out for blood now. I will be making a concerted effort to attack his units with step-losses, seeking to maximize my VP for casualties since there is little chance I will ever reach F6 or I11.

Union: The die rolls are going cold. But more reinforcements are coming. I have to get some relief to my battle-weary boys if I intend to hold off what looks to be a very serious onslaught. All I manage to do is thin enemy ranks a bit more. This may be enough in a battle of attrition.

TURN 14:

Confederate: Everytime I kill a bluebelly off, another three show up. Bruce's grand charge against the center of my line costs me some more artillery, drives me back along the entire line, but takes the Initiative Chit away from him. Despite all but the worst of misfortune, I won't give it up again—for its possession allows Bruce to avoid the hammer blows I'm planning with Lee and Hill.

But first, I again shuffle my units to put together another big stack (under command of the aforementioned Lee). And I strike to break up Meade's rather weak mass and to annihilate the impetuous Slocum. The fact that Slocum is covered by the massed horse artillery under Pleasonton doesn't deter me. Stuart joins in to take Slocum's hill advantage away. On the strength of powerful Rebel divisions and poor Yankee die rolls, I smash the Union center and reclaim Cemetery Ridge entire. This was my own version of "Pickett's Charge", and couldn't have had better results.

On the flanks I just position my units as well as possible to hang on as long as possible.

Union: Slocum has been trampled! Things have definitely swung the other way, and are looking decidedly grim for the Union. Even more so when my attacks fail to make any impression.

After losing the southern end of Cemetery Hill, the boys in gray retake it. At this point, with only one more daylight turn and a 42-29 Victory Point lead, can Rex hold Cemetery Hill's VP and gain an attrition lead that can win him the game (a 15-point lead being required) at the end of July 2nd?

TURN 15:

Confederate: Bruce is one stubborn fellow—but I can't fault his logic. If he is to have any hope of victory, he must break up these two big stacks of mine. So he mounts the best attacks he can and prays to "dice it out". Lee, even though supported by Beckham's guns, is driven back. But Bruce has learned not to stick these guys into my "space" and doesn't occupy the slope. Now's my last shot before night falls again and cools the bloodlust that fires my men.

Lee and Hill attack, while I'm going to try to hold the hill with my cavalry. F. Lee, rather than occupy the better terrain at K7, moves to L6 to insure that, first, he can be hit from only one hex and, second,

Illustration #3: Union attacks along the entire line, Turn 11

that any enemy in K7 can't be involved against Hill or Stuart. This in one instance where I'll pass up the benefit of defending a slope. The same sort of logic applies to my positioning of Chambliss.

In battle, I manage to take down three steps (out of the four possible in two attacks), so am satisfied. Again, I am in a position to win this game (the Confederate player needs 15 VP more than the Union to claim an "automatic victory" at the end of the second day)—for I've 45 VP to Bruce's 29. So, if nothing should change during his upcoming desperate dusk attacks, I win. Fat chance.

Union: His "monster stacks" still hold the high ground. They have to be damaged if there is to be any hope whatsoever. With nightfall approaching, I hope to be able to close with the enemy since they must retreat away from me. Again, up the slopes of Cemetery Hill the brave boys in blue advance. The attack certainly gets results—but not quite the results I wanted.

Wrapping himself in the Grand Ol' Flag, Bruce leads his bluecoats forward. The acrid smell of gunpowder, the glint of cold steel, the rattle of fickle dice; there is some real Union progress and Cemetery Hill has been pounded real good. However, as the day ends, both armies could be added to water and used as paste.

TURN 16:

Confederate: With Birney drawing Lee's attention (and most notably, McIntosh's fire), Bruce seeks to drive me off the hill. It only "half-works". The crucial attack on Hill is a failure, but Bruce drives off the cavalry and so moves onto Cemetery Ridge. Ironically, Hill is isolated in enemy ZOCs, but adjacent to only one enemy-occupied hex and so must attack. At the other end, however, fate catches up with Longstreet and his command is butchered; I was mightily tempted to use the Initiative Chit here to try and save him, but decided to hold it in case

TURN POSITIONS:
UNION:

Unit	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8	Turn 9	Turn 10	Turn 11	Turn 12	Turn 13	Turn 14
1-Reynolds	N7	N7	M9	—	—	—	—	—	—	—	—	—	—	—
1-Wadsworth	N7	N7	M9	—	—	—	—	—	—	—	—	—	—	—
1-Buford	O5	M7	M7	M7	I11	F6	F6	F6	F6	F6	F6	G7	I1	I1
1-Gamble	O5	M7	M7	M7	I11	F6	F6	F6	F6	F6	F6	G7	I1	I1
1-Devin	Q5	—	—	—	—	—	—	—	—	—	—	—	—	—
2-Howard		I7	L6	L6	L6	H5	H5	H5	H2	G2	J3	J2	J3	K5
2-Schurz		I7	L6	L6	L6	I7	H6	H6	G5	G5	G5	H4	J3	K5
2-Osborne		I7	L6	L6	L6	H4	I3	I4	—	—	—	—	—	—
2-Barlow		I5	K6	K6	K6	H5	H5	H5	H2	G2	J3	—	—	—
2-Robinson		H4	L7	K7	K7	H6	H7	H8	H7	H7	J6	J7	K7	J7
2-Doubleday		F3	I6	L7	L7	J7	—	—	—	—	—	—	—	—
2-Wainwright		G4	K7	K8	K8	K9	—	—	—	—	—	—	—	—
3-Steinwehr			I7	I6	I6	H5	H5	H5	H2	G2	J3	J2	J3	K5
5-Hancock					F7	G7	G7	H7	H5	J5	H4	J4	I4	K4
6-Slocum						J9	K10	J9	I9	J7	J7	J8	J6	—
6-Williams						J9	K10	J9	I9	J7	J7	J8	K6	—
6-Geary						J9	K10	J9	I9	J7	J7	J8	K6	—
6-Muhlenburg						I9	J9	I9	H8	H8	H8	H6	H3	H3
7-Sickles							I4	H4	I5	H3	J5	K5	K4	K4
7-Birney							I4	H4	I5	H3	J5	K5	J4	J4
8-Sykes								J10	J9	J9	I10	J9	K9	K8
8-Barnes								J10	J9	J9	I10	I9	I9	K9
8-Ayres								J10	J9	J9	I10	J9	K9	K8
8-Martin								I11	K11	—	—	—	—	—
8-Humphreys								H4	I5	H3	J5	K5	—	—
8-Randolph								H3	I4	—	—	—	—	—
8-Meade								H8	H7	J6	J6	J7	K7	J7
8-Caldwell								H7	H5	J5	H4	J4	I4	I4
8-Gibbon								H7	H5	J5	H4	J4	—	—
8-Hays								H8	H6	J6	J6	J7	K7	J7
8-Hazard								G8	G8	G8	G8	G8	H1	H1
8-Ransom								G7	G7	G7	G7	H8	H6	H6
8-Fitzhugh								G6	H7	J6	G6	H7	H5	H5
9-Robertson									G9	G3	J4	J3	J5	J5
11-Tyler											J10	J10	K11	K11
11-McGilvery											I11	J10	K11	K11
11-Taft											J10	J10	K11	K11
11-Huntington											J10			
11-Crawford											I9	J9	K9	K8
12-Pleasonton												H9	J5	J5
12-Gregg												I10	I8	J2
12-McIntosh												I10	I8	J2
12-Gregg												I10	I8	J2
12-Tidball												H9	J5	J5
13-Sedgewick													I5	J6
13-Kilpatrick													J1	J1
13-Wright													I5	J6
13-Farnsworth													J9	J1
13-Custer													J9	J1
14-Howe														I7
14-Newton														J6
14-Tompkins														J9
16-Huey														

★ ★   ★ ★   ★ ★

TURN POSITIONS:
CONFEDERATE:

Unit	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6	Turn 7	Turn 8	Turn 9	Turn 10	Turn 11	Turn 12	Turn 13	Turn 14
2-Heth		Q4	M5	O7	N6	M7	K7	K7	J8	K9	K9	K8	K6	L7
2-Pegram		R4	O5	O5	N6	M7	K7	K7	J8	L7	M7	M2	O7	O7
3-Hill			O7	N9	M9	M8	K6	K6	K6	K6	L7	L6	K6	L7
3-Pender			O7	N9	M9	M8	K6	K6	K6	K6	L6	L6	K6	L7
3-McIntosh			O7	N9	M9	M8	K6	K6	K6	K6	L6	L6	M5	L5
4-Ewell				N8	M10	K10	K9	M9	K9	K10	K10	K10	M9	M9
4-Rodes				N8	M10	K10	K9	M9	K9	K10	K10	K10	M9	M9
5-Lee					N6	M7	K7	K7	J8	K9	K9	K8	O7	L5
5-Longstreet					O5	O5	O7	N6	J4	K4	K4	K4	K4	L2
5-Anderson					O5	L4	J3	—	—	—	—	—	—	—
5-Early					O7	M9	K8	L7	K7	K7	K7	M7	M9	M9
6-Johnson						O5	L6	L2	I2	H2	J1	L2	L4	M4
6-Nelson						N4	L4	L4	J3	L4	O7	O7	L5	O5
6-Dance						O7	L7	M9	K9	K10	K10	K10	—	—
6-Jenkins						M10	M10	M10	L10	L10	M9	M9	M11	N9
8-Hood								N6	J4	I3	—	—	—	—
8-McLaws								N6	J4	K4	K4	K4	K4	L5
9-Alexander									N7	K9	K9	K8	O7	L2
9-Eshleman									N6	K4	K4	K4	K4	—
13-Stuart													M7	L6
13-Hampton													M7	L6
13-Beckham													M7	L6
13-Pickett													L2	L2
14-Lee														M5
14-Chambliss														M3

Turn 15:	Turn 16:	Turn 17:	Turn 18:
—	—	—	—
I1	J1	J1	J1
I1	J1	J1	J1
K3	K3	L3	M3
K3	K3	L3	M3
—	—	—	—
K7	—	—	—
—	—	—	—
K3	K3	L3	M3
K4	K4	K4	—
—	—	—	—
J4	J4	J4	M6
K5	I4	K5	L6
K5	I4	K5	L6
K8	L7	K8	J8
K9	K8	K8	J8
K8	L7	K8	J8
—	—	—	—
—	—	—	—
K7	—	—	—
K4	K4	K4	—
—	—	—	—
K7	—	—	—
I3	K4	—	—
I9	I9	I9	I9
I7	J7	J7	J7
I5	I5	I5	I5
K11	K11	L10	L10
K11	K11	L10	L10
K11	K11	L10	L10
K8	L7	J8	J8
I5	I5	I5	I5
K2	L2	M2	M2
K2	L2	M2	M2
K2	L2	M2	M2
—	—	—	—
J5	I6	K6	K7
L1	L1	N1	N1
J5	I6	K6	K7
L1	L1	N1	N1
L1	L1	N1	N1
J6	I6	K6	K7
J5	I7	K7	—
J9	J9	J9	K10
	K9	K9	—

★ ★

Turn 15:	Turn 16:	Turn 17:	Turn 18:
K6	K6	L6	L8
M3	N2	N2	—
K6	K6	L6	L8
K6	K6	L6	L8
L5	M5	L4	N3
M9	M9	M9	L7
M9	M9	M9	L7
L5	M5	L4	N3
L2	P3	P3	P3
—	—	—	—
M9	M9	M9	L7
M4	M4	M4	O3
M5	O5	M7	M7
—	—	—	—
N9	M10	M10	L9
—	—	—	—
L5	M5	L4	N3
L2	—	—	—
—	—	—	—
L7	N7	M8	M9
L7	O6	M5	O7
L7	O7	O5	O5
L2	P3	P3	P3
L6	N7	M8	M9
M8	N7	M8	M9

Illustration #4: The Confederates punish Sickles and Howard, Turn 13

I needed it for Hill or Lee (the attacks *are* resolved in the order given on the accompanying chart). So, right now, the ledger shows the Rebs with 41 VP and the Yanks with 34—not enough for a victory yet. And now I must fall away from the bluebellies. All except Hill that is.

Damn, but my right flank looks pathetic. And the middle's not much better. But Hill does kill off Meade's group; however, Hill can't advance into an enemy ZOC at night, so he stays put—claiming only one VP. End-of-day total: Confederate—45, Union—34!

Union: Hill got trapped on the hill by himself, and just like a cornered animal he goes wild and inflicts damage on the nearest target, Meade . . . a lot of damage. But Longstreet and his horde are retreating, having been laid waste. I can't reinforce the hill, but I hope to reorganize and regroup for another round of intense combat on the third day; I've managed to avert another "automatic victory". Now

I have to have some real luck, for the outcome of the third day—and the game—is settled by a simple majority of points. One high point: I did manage to get the cavalry around the lines to "bother" Rex's tattered troops on the far end.

It's always darkest before the dawn, and the inability of A.P. Hill to withdraw forces "Little Powell" to swarm over the boys led by "Old Snapping Turtle" himself. The inverted infantry divisions of Hays and Robinson are both lost, along with (more seriously) army commander Meade. I think Bruce made a serious mistake here, getting too wound up in the fighting and missing an opportunity to avoid the loss of Meade. As army commander, Meade can keep any two Union units together in one hex. This stack could have included Hays (two combat factors) and any one-combat factor backprinted artillery units (say, Fitzhugh). With that extra step, Meade would not have been lost.

TURN 17:

Confederate: Bruce spends the night tidying things up on his side of the board. My dawn attacks—on Hancock and Sykes—are made just to cost him some casualties. Both my attacks have units that I can afford to take step-losses with just in case things go awry. But both are successful. Stuart advances to protect the shot-up Nelson. I haven't got that many units left that I can afford to risk any unnecessarily. My right flank is still a worry, but nothing much I can do about it. If Bruce smashes through there, I'll retreat towards Oak Ridge and Barlow's Knoll. All I need is to have *more* VP than he at the end of this day—and I'm far enough ahead to feel confident.

Union: My lines are looking rather tattered, but as far as that goes Rex's aren't looking too good either. It's been a hard-fought and bloody game. My cavalry goes on the attack, looking to pick off damaged units, as does Howard. Any losses he takes helps my position, and maybe I could break through. I must again attack the strong stacks under Lee and Hill; if nothing else, I have to keep them away from the fighting to the west of town.

As July 3rd dawns, the Union has its work cut out for it. At the end of the third day, the winner is the side with the most victory points. The current point spread is such that, to win, there must be lots of gray casualties, preferably concentrated in their infantry divisions that have already lost a step (i.e., one more loss on a big unit like Rhodes' division changes one victory point to six). Retaking objective hexes can also cause big swings (i.e., retaking Culp's Hill would add three Union and subtract three Confederate victory points—a six-point swing). Both options will be hard to accomplish as Federal losses in general officers make massing for killing attacks difficult. The Confederates can win just by holding their losses down and not losing too much ground.

TURN 18:

Confederate: Again Bruces assaults all along the line, but there is a persistent note of desperation in his low-odds attacks. Except for the assaults on Stuart and Pegram, not much success for him. In effect, our losses during his player turn balanced out. But the danger to my right flank, even with only cavalry threatening it, is too much to ignore any longer. I've got to do something to break up this mass of equestrians.

So Lee wheels to take on Kilpatrick, with Johnson along to up my odds. Ewell finally leaves the shelter of Culp's Hill to ambush Newton. Hill takes on Sykes to try and leave Bruce no force to speak of on that flank; Jenkins diverts Huey. My center is thin, and I could lose a couple of units here. But if my attacks go as hoped, Bruce will only have Sedgewick to pound on me with any kind of combat advantage. And I've some reinforcements coming now (more than he); these should serve to plug any gaps while Lee and Hill whittle him down. I'll use Stuart to hold Culp's Hill, and Ewell will then pick off any singleton damaged units he can reach. I feel sure now—especially after my luck with these attacks!

Union: This is bad . . . very bad. Lee and Johnson have stopped my cavalry. My own attacks misfire; I've done him no damage. Not to mention that Rex now has fresh troops arriving on the field. It's time to gather my commanders:

"Gentlemen, I'm afraid that we have no choice now but to return to Washington while we still have some semblance of an army left. Although I didn't manage to destroy Lee's army, I don't think they'll follow us. They've been too badly hurt. We'll meet General Martin again—Count on it!"

Union losses this turn make it extremely unlikely that Bruce could pull it out, so a concession is the essence of good sportsmanship. To recap, I've already made my most telling points on Union play during my comments on earlier turns. I really felt that Rex played the first day too conservatively, but it's hard to argue with success!

AFTERMATH

Confederate: I think Bruce's decision to concede was virtually inescapable. Discounting the VP on

Illustration #5: The Union attacks at dusk of Day 2, Turn 15
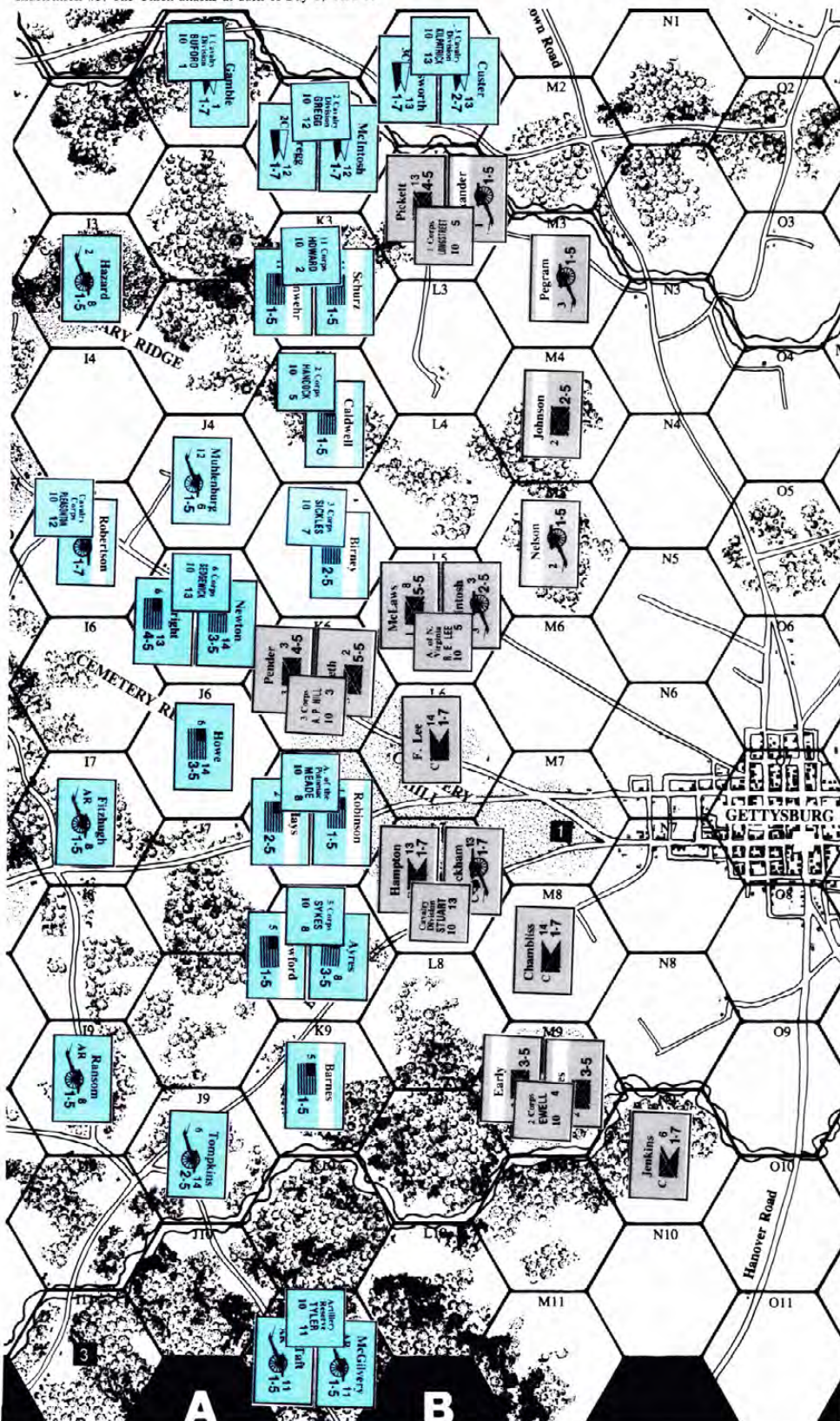
the mapboard, I've amassed 51 casualty VP to the 29 he can claim. Add to this the ones I might well take down this turn—Howard's group in front of Lee, along with whatever I can do on the left. At that point I think I can give him the onboard VP, retreat off the map, and still win. So it looks hopeless for the Union (although my army is too battered to chase these Federals back to Washington).

In looking back on the game, I can't fault Bruce on his play. Perhaps my only comment might be that he failed to pressure my units with a step-loss as much as he might have. On the other hand,

Illustration #6: Ewell comes down; the final Confederate assault, Turn 18

if he ignored my big stacks or tried to screen them, they might have gone berserk and broken through to Little Round Top or the Baltimore Pike. *GETTYSBURG '88* is a game—simple as it might appear—of fine balance, challenging strategy, many critical decisions, punch and counterpunch between two forces with significant differences. And Luck. Overall, although I can't prove it, it did seem that the Lady favored me this time—especially on the third day.

A most enjoyable evening (the playing time for this game is a pleasant change of pace for those of us with a home life). We'll have to do it again someday soon.

Union: Mr. Taylor has managed to do exactly what he set out to do. He has produced a game that is low in complexity, fast-paced, and downright enjoyable. The fact that it is also a fine contest between the players is an added bonus. I think that, given a bit of luck on my part or some bad on Rex's, the Union could have pulled this out. It certainly looked that way to me during the course of the second day, anyway. Looking back over all the moves I made, I can't say that I made too many that I consider mistakes. The odd loss here and there that I could have avoided, and a couple of missed opportunities perhaps; but I doubt that I would have played this much differently than I did given the luck that I had. In any case, given the short playing time involved, we can always sit down and knock off another game tonight and see. This is almost the "perfect game" for the beginner, or the wargamer looking for something different.

COMBAT RESOLUTIONS

Turn 2:
Heth + Pegram [+7] vs. Devin [+2]
　　　　C:1 vs. U:3　　　　Devin KIA
　　　　　　　　　　　　　Heth to Q5

Turn 3:
Hill (Pender + McIntosh) [+6] vs. Reynolds (Wadsworth) [+3]
　　　　C:1 vs. U:3　　　　Reynolds to M8

Turn 4:
Early (Rodes) + Hill (Pender + McIntosh) [+10] vs. Reynolds (Wadsworth) [+5]
　　　　C:8 vs. U:4　　　　Reynolds KIA
　　　　　　　　　　　　　Wadsworth KIA
　　　　　　　　　　　　　Hill to M9

Turn 5:
Lee (Heth + Pegram) [+7] vs. Buford (Gamble) [+3]
　　　　C:4 vs. U:6　　　　Buford to J7

Turn 6:
Hill (Pender + McIntosh) [+6] vs. Doubleday [+5]
　　　　C:1 vs. U:1　　　　Doubleday to J7
　　　　　　　　　　　　　Hill to L7 Lee

(Heth + Pegram) [+7] vs. Howard (Schurz + Osborne) [+3]
　　　　C:10 vs. U:1　　　　flip Schurz
　　　　　　　　　　　　　flip Osborne
　　　　　　　　　　　　　Howard to J5
　　　　　　　　　　　　　Lee to L6

Slocum (Williams + Geary) + Wainwright [+7] vs. Ewell (Rodes) [+7]
　　　　U:6 vs. C:10　　　　flip Geary
　　　　　　　　　　　　　Wainwright to J8
　　　　　　　　　　　　　Slocum to I10

Turn 7:
Lee (Heth + Pegram) [+7] vs. Doubleday [+4]
　　　　C:3 vs. U:10
　　　　2nd roll: C:9 vs. U:1　　Doubleday KIA

Ewell (Rodes) + Early [+10] vs. Wainwright [+1]
　　　　C:10 vs. U:3　　　　Wainwright KIA

Sickles (Birney) + Osborne [+5] vs. Anderson [+5]
　　　　U:9 vs. C:2　　　　Anderson KIA
　　　　　　　　　　　　　Sickles to J3

Slocum (Williams + Geary) + Muhlenburg [+6] vs. Ewell (Rodes) [+6]
　　　　U:5 vs. C:3　　　　Ewell to L8

Turn 9:
Longstreet (Hood + McLaws) + Nelson [+10] vs. Osborne [+1]
　　　　C:5 vs. U:2　　　　Osborne KIA

Lee (Heth + Pegram) [+7] vs. Muhlenburg [+2]
　　　　C:1 vs. U:9　　　　flip Pegram
　　　　　　　　　　　　　Lee to K8

Ewell (Rodes + Dance) [+8] vs. Slocum (Williams + Geary) [+5]
　　　　C:10 vs. U:6
　　　　2nd roll: C:3 vs. U:5　　Slocum to I10

Randolph [+1] vs. Nelson [+2]
　　　　U:3 vs. C:9　　　　Randolph KIA

Martin [+1] vs. Jenkins [+1]
　　　　U:7 vs. C:6　　　　Jenkins to M10

Howard (Barlow + Steinwehr) [+4] vs. Johnson [+5]
　　　　U:8 vs. C:8　　　　Howard to H3

Sickles (Birney + Humphreys) [+8] vs. Longstreet (Hood + McLaws) [+10]
　　　　U:9 vs. C:1
　　　　2nd roll: U:8 vs. C:4　　Longstreet to K4

Sykes (Barnes + Ayres) [+5] vs. Ewell (Rodes + Dance) [+8]
　　　　U:5 vs. C:1　　　　Ewell to L8

Turn 10:
Jenkins [+1] vs. Martin [+1]
　　　　C:8 vs. U:5　　　　Martin KIA

Ewell (Rodes+Dance) + Lee (Heth+Alexander) [+10] vs. Sykes (Barnes+Ayres) [+5]
　　　　C:4 vs. U:9　　　　Ewell to L9
　　　　　　　　　　　　　Lee to L8

Hood + Johnson [+10] vs. Howard (Barlow + Steinwehr) [+4]
　　　　C:2 vs. U:3　　　　flip Barlow
　　　　　　　　　　　　　Howard to G4

Hancock (Caldwell + Gibbons) [+6] vs. Hill (Pender + McIntosh) [+8]
　　　　U:4 vs. C:7
　　　　2nd roll: U:9 vs. C:5　　Hill to L6
　　　　　　　　　　　　　Hancock to K6

Meade (Hays + Fitzhugh) + Slocum (Williams + Geary) [+10] vs. Early [+7]
　　　　U:6 vs. C:9　　　　Meade to I7
　　　　　　　　　　　　　Slocum to I8

Sickles (Birney + Humphreys) [+8] vs. Hood [+6]
　　　　U:10 vs. C:7
　　　　2nd roll: U:8 vs. C:1　　Hood KIA
　　　　　　　　　　　　　Sickles to I3

Howard (Barlow + Steinwehr) + Robertson [+5] vs. Johnson [+4]
    U:8 vs. C:3
    2nd roll: U:5 vs. C:1   flip Johnson
                      Johnson to I2

Turn 11:

Ewell (Rodes+Dance) + Lee (Heth+Pegram) [+10] vs. Sykes (Barnes+Ayres) [+5]
    C:7 vs. U:9   flip Barnes
                      Sykes to I10
                      Ewell to J9

Hill (Pender + McIntosh) + Early [+10] vs. Hancock (Caldwell + Gibbon) [+6]
    C:9 vs. U:7   flip Caldwell
                      flip Gibbon
                      Hancock to J5
                      Hill to K6

Sykes (Barnes + Ayres) + Tyler (Taft + Huntington) + Crawford [+8] vs. Ewell (Rodes + Dance) [+8]
    U:9 vs. C:5   flip Dance
                      Ewell to L9

Meade (Hays + Robinson) + Slocum (Williams + Geary) [+10] vs. Early [+7]
    U:6 vs. C:4   flip Early
                      Early to L7
                      Slocum to K7

Sickles (Birney + Humphreys) [+8] vs. Hill (Pender + McIntosh) [+8]
    U:4 vs. C:9   flip Humphreys
                      Sickles to I5

Howard (Barlow + Steinwehr) + Robertson [+5] vs. Longstreet (McLaws + Eshleman) [+7]
    U:8 vs. C:10   Barlow KIA
                      Howard to I3
                      Robertson to I4

Turn 12:

Ewell (Rodes + Dance) [+7] vs. Tyler (Taft + Huntington) [+2]
    C:9 vs. U:9   Huntington KIA
                      Tyler to I11

Lee (Heth + Alexander) + Hill (Pender + McIntosh) [+10] vs. Slocum (Williams + Geary) [+5]
    C:8 vs. U:9   flip Williams
                      Slocum to J7

Sickles (Birney + Humphreys) + Hancock (Caldwell + Gibbon) + Robertson [+10] vs. Longstreet (McLaws + Eshleman) [+7]
    U:10 vs. C:10   flip Eshleman
                      Longstreet to L3

Meade (Hays + Robinson) + Slocum (Williams + Geary) [+9] vs. Lee (Heth + Alexander) [+7]
    U:4 vs. C:2   flip Alexander
                      Lee to L8
                      Meade to K8

Sykes (Crawford + Ayres) + Tyler (Taft + McGilvery) [+7] vs. Ewell (Rodes + Dance) [+7]
    U:10 vs. C:4
    2nd roll: U:9 vs. C:2   Dance KIA
                      flip Rodes
                      Ewell to L9
                      Sykes to K10

Turn 13:

Longstreet (McLaws + Eshleman) [+6] vs. Hancock (Caldwell + Gibbons + Robertson) [+4]
    C:5 vs. U:4   Gibbons KIA
                      Hancock to I4
                      Robertson to I3

Hill (Heth + Pender) + Nelson + Johnson [+10] vs. Sickles (Birney + Humphreys) [+6]
    C:3 vs. U:1   Humphreys KIA
                      flip Birney
                      Sickles to J4
                      Nelson to K5

Sickles (Birney) + Howard (Steinwehr + Schurz) [+5] vs. Longstreet (McLaws + Eshleman) [+6]
    U:10 vs. C:4   Eshleman KIA
                      Longstreet to L3

Pleasonton (Tidball + Robertson) [+3] vs. Nelson [+1]
    U:5 vs. C:4   flip Nelson
                      Nelson to L5

Meade (Hays + Robinson) + Slocum (Williams + Geary) [+9] vs. Hill (Heth + Pender) [+9]
    U:1 vs. C:10
    2nd roll: U:9 vs. C:8   Hill to M6
                      Slocum to K6

Turn 14:

Lee (McLaws + McIntosh) + Stuart (Hampton + Beckham) [+9] vs. Slocum (Williams + Geary) [+4]
    C:10 vs. U:4   Williams KIA
                      Geary KIA
                      Slocum KIA
                      Lee to K6

Hill (Heth + Pender) [+9] vs. Meade (Hays + Robinson) [+5]
    C:5 vs. U:3   flip Hays
                      flip Robinson
                      Meade to J7
                      Hill to K7

Sykes (Ayres + Crawford) + Meade (Hays + Robinson) + Sedgewick (Wright + Newton) [+10] vs. Hill (Heth + Pender) [+10]
    U:2 vs. C:6   flip Crawford
                      Sykes to J8
                      Meade to I8
                      Sedgewick to I6

Pleasonton (Tidball + Robertson) + Howard (Steinwehr + Schurz) [+6] vs. Lee (McLaws + McIntosh) [+9]
    U:10 vs. C:5   Lee to M6

Turn 15:

Lee (McLaws + McIntosh) [+7] vs. Howard (Steinwehr + Schurz) [+3]
    C9: vs. U:10   flip Steinwehr
                      Howard to K4

Hill (Heth + Pender) [+9] vs. Pleasonton (Tidball + Robertson) [+3]
    C:9 vs. U:7   Tidball KIA
                      flip Robertson
                      Pleasonton to I5

Kilpatrick (Custer + Farnsworth) + Gregg (McIntosh + Gregg) + Howard (Steinwehr + Schurz) [+7] vs. Longstreet (Pickett + Alexander) [+5]
    U:10 vs. C:2   Alexander KIA
                      flip Pickett
                      Longstreet to N2
                      Gregg to L2

Sickles (Birney) [+2] vs. Lee (McLaws + McIntosh) [+7]
    U:8 vs. C:5   Sickles to I4

Sedgewick (Wright + Newton) + Howe [+10] vs. Hill (Heth + Pender) [+10]
    U:6 vs. C:9   flip Newton
                      Sedgewick to I6
                      Howe to J7

Meade (Hays + Robinson) [+3] vs. Lee [+1]
    U:10 vs. C:10   Lee to M6
                      Meade to L6

Sykes (Ayres + Crawford) [+4] vs. Stuart (Hampton + Beckham) [+3]
    U:10 vs. C:2   flip Hampton
                      flip Beckham
                      Stuart to M7
                      Sykes to L7

Turn 16:

Hill (Heth + Pender) [+9] vs. Meade (Hays + Robinson) [+3]
    C:2 vs. U:2   Hays KIA
                      Robinson KIA
                      Meade KIA

Turn 17:

Lee (McLaws + McIntosh) [+7] vs. Hancock (Caldwell + Hazard) [+2]
    C:10 vs. U:5   Hazard KIA
                      Hancock to J3

Hill (Heth + Pender) + Stuart (Chambliss + Lee) [+10] vs. Sykes (Ayres + Crawford) [+4]
    C:4 vs. U:9   Sykes to J8
                      Stuart to L7

Kilpatrick (Custer + Farnsworth) + Gregg (McIntosh + Gregg) [+5] vs. Pegram [+1]
    U:5 vs. C:2   Pegram KIA
                      Kilpatrick to N2

Howard (Steinwehr + Schurz) [+2] vs. Johnson [+3]
    U:2 vs. C:2   Howard to K3

Hancock (Caldwell) + Sickles (Birney) [+3] vs. Lee (McLaws + McIntosh) [+7]
    U:5 vs. C:5   Caldwell KIA
                      Hancock KIA
                      Sickles to J5

Sykes (Ayres + Barnes) + Newton [+6] vs. Stuart (Chambliss + Lee) [+2]
    U:9 vs. C:6   flip Chambliss
                      flip Lee
                      Stuart to M8

Sedgewick (Wright + Howe) [+7] vs. Hill (Heth + Pender) [+9]
    U:10 vs. C:6   Hill to M6

Tyler (McGilvery + Taft) [+2] vs. Jenkins [+1]
    U:1 vs. C:4   Tyler to K11

Turn 18:

Jenkins [+1] vs. Huey [+1]
    C:6 vs. U:3   Huey KIA Hill

(Heth + Pender) [+9] vs. Sykes (Ayres + Barnes) [+5]
    C:6 vs. U:1   Barnes KIA
                      flip Ayres
                      Sykes to I8

Ewell (Rodes + Early) [+6] vs. Newton [+2]
    C:7 vs. U:5   Newton KIA

Lee (McLaws + McIntosh) + Johnson [+9] vs. Kilpatrick (Custer + Farnsworth) [+4]
    C:8 vs. U:5   flip Custer
                      flip Farnsworth
                      Kilpatrick to N1
                      Lee to N2

Kilpatrick (Custer + Farnsworth) + Gregg (McIntosh + Gregg) + Howard (Steinwehr + Schurz) [+6] vs. Lee (McLaws + McIntosh) [+7]
    U:3 vs. C:3   Kilpatrick to M1
                      Gregg to L1
                      Howard to L2

Sickles (Birney) + Muhlenburg [+3] vs. Nelson [+1]
    U:7 vs. C:10   Sickles to K6
                      Muhlenburg to L5

Sedgewick (Wright + Howe) [+7] vs. Ewell (Rodes + Early) [+6]
    U:5 vs. C:7   Sedgewick to J6

Tyler (McGilvery + Taft) + Tompkins [+4] vs. Jenkins [+1]
    U:3 vs. C:3   flip Jenkins
                      Jenkins to M8

Union Concession at end of Turn 18

☆

THEY LED AT GETTYSBURG
The Confederate and Union Generals
By Thomas Boeche

In *GETTYSBURG*, Avalon Hill's newest version of the Civil War's pivotal battle, generals play a very important role. With the Optional Rules 10a, 10a1, 10a2 and 10a3 in play (and I strongly recommend their use), generals are vital to movement, stacking and army organization. In order for a general to allow two combat units to be stacked in the same hex or to add an extra movement factor to combat units, the units must belong to that general's combat organization—army, corps, or (in the Army of the Potomac) wing.

With generals being vital to stacking and movement, I felt there should be some provision for their effect on combat as well. What follows is a short sketch of each general's performance at Gettysburg, with a combat factor modifier reflecting that general's ability to affect the outcome of a clash. Generals stacked with combat units during combat can have either a positive or negative effect on combat. When resolving a battle, a general's positive modifier is added to the combat unit's combat factors. Some generals have negative ratings, which will—obviously—be subtracted from a combat unit's combat factors. A rating of "0" does not have any effect on combat.

These ratings are, of course, open to debate. They are simply my own opinions based upon my readings and my view of the game *GETTYSBURG*. Judgement on the historical performance of any general during the fighting at Gettysburg is highly subjective. The reader, being more versed in Civil War history than I, may have different views

CONFEDERATE

Robert E. Lee: Army of Northern Virginia

Whether he was beset by heart problems, dysentery or fatigue, Lee was certainly not himself at Gettysburg. He issued his corps commanders vague orders and failed to personally coordinate or oversee his army's movements. Most historians agree that Gettysburg was Lee's worst-fought battle. However, the mere presence of the legendary Lee greatly inspired his troops, so he still receives a positive rating. *Rating: +1*

James Longstreet: 1st Corps

Lee's "Old Warhorse", Longstreet was a better defensive than offensive strategist. He continually urged Lee to refrain from attacking the Army of the Potomac. Instead, he wanted Lee to shift around the Union left flank, thereby forcing Meade to attack the Confederates. Longstreet was late in launching his attack on July 2nd, but the attack was still a crushing, near-decisive blow. Longstreet did not agree with the strategy Lee followed, but he fought well. *Rating: +2*

Richard Ewell: 2nd Corps

Ewell has been blamed by many for the failure of the Confederates to win at Gettysburg on July 1st. Ewell was influenced too heavily by his divisional commanders. He refused to launch a powerful attack on the Union right on July 2nd because his subordinates claimed their divisions were too exhausted from the first day's fighting. Ewell's reluctance on the 2nd forced Longstreet's attack to be, in effect, unsupported. Ewell did a poor job at Gettysburg, and he may well have cost the South a major victory. *Rating: -1*

A.P. Hill: 3rd Corps

Hill was a tenacious fighter, but was rather ineffective at Gettysburg. He did not handle the assault on July 1st particularly well, and consequently the Confederate advance was slowed by a much smaller Union force. During the fierce battles of July 2nd, the Confederate echelon attack broke down just when Hill's men were to assault the Union lines on Cemetery Ridge. Hill was simply confused by the huge, complex responsibilities of being a corps commander. Still, he made no major blunders. *Rating: 0*

J.E.B. Stuart: Cavalry Corps

We all know the story of the lost Confederate cavalry during the Gettysburg campaign. Stuart did not reach the field until the night of July 2nd. On July 3rd the Confederate cavalry was supposed to circle round behind Cemetary Ridge and disrupt the Union rear even as Pickett's Charge took place against the Union center. The Confederate cavalry instead was beaten back by Union cavalry in an action fought east of the main battlefield [*see Blumberg's variant in this issue for this action*]. Stuart, overall, was ineffective at Gettysburg, but like Lee his mere presence served to inspire confidence. *Rating: 0*

UNION

George G. Meade: Army of the Potomac

Meade took command of the Army of the Potomac only days before the Battle of Gettysburg. "Ol' Snapping Turtle" did turn in a cool, calm, impressive performance there however. There are some indications that Meade wanted to pull back after the fighting on July 2nd; however he was persuaded to make the decision to stand and accept Lee's last, best shot. Meade was not a spectacular leader, but here he did a good job. *Rating: +1*

John Reynolds: I Corps

Reynolds was one of the Union Army's best and brightest commanders. He had been offered the job of commander of Army of the Potomac, but turned it down. He decided early that the Union must make a stand at Gettysburg and helped set up the defensive lines on July 1st. Tragically, he was killed early in the morning by a Confederate sharpshooter near McPherson's Woods. Because he was present at Gettysburg for such a short time, it is impossible to give an honest rating for his battle performance. Although—had he lived—I am sure he would have performed brilliantly. *Rating: 0*

John Buford: 1st Cavalry Division

An excellent cavalry tactician, Buford bought enough time on the morning of July 1st for the I Corps infantry to reach the scene. Buford's men stood up to great odds and dealt a sharp blow to A.P. Hill's Confederates. *Rating: +1*

Winfield Hancock: II Corps

"Hancock the Magnificent" probably did the best job of all the generals commanding corps at Gettysburg. When he arrived on the field on July 1st, the I and XI Corps had been shattered and driven back. Hancock took command and established the strong Union lines on Cemetery Hill and Cemetery Ridge.

On July 3rd, Hancock's men stood firm and repulsed Lee's last gamble—the charge on the center. Hancock certainly saved the Union army on July 1st, and he was vital to the Union success at Gettysburg on July 3rd. *Rating: +2*

Daniel Sickles: III Corps

Sickles was always a controversial figure. He was a political general (having been appointed), but he was a fearless fighter. At Gettysburg, he advanced his men away from the main Union line along Cemetery Ridge into an exposed position that he thought was more defensible. Sickle's move put the III Corps out of touch with the Union troops on the ridge and left the crucial Round Tops exposed. Sickles fought bravely, but his poor generalship led to the virtual destruction of the Union III Corps. *Rating: -1*

George Sykes: V Corps

Sykes was a competent general, but nothing more. He was a rather plodding, uninspiring leader who had been nicknamed "Tardy George" for his caution and slow pace. His V Corps played an important part in the defense of the Union left on July 2nd. Gettysburg was just another day of work for Sykes. *Rating: 0*

Oliver Howard: XI Corps

Howard was a very indecisive general at Gettysburg. He was left in command of the field on July 1st when Reynolds was killed. Confusion then reigned over the Union army until Hancock arrived and took charge later in the day. To his credit, Howard managed to rally the broken I Corps on Cemetery Hill, but it was largely his fault that the Union Army had earlier fallen apart so dramatically on July 1st. *Rating: -1*

Henry Slocum: XII Corps

Slocum was another steady, competent, unspectacular leader. His men held Culp's Hill, a crucial point in the Union line. The XII Corps fought a splendid action on Culp's Hill, thanks mainly to the leadership of Brigadier General George S. Greene. After ferocious attacks and counterattacks on July 2nd and 3rd, Culp's Hill was firmly in Union hand—no thanks to Slocum. *Rating: 0*

John Sedgwick: VI Corps

Sedgwick was one of the most beloved commanders in the Army of the Potomac. He was a good soldier and a gallant leader. But at Gettysburg his VI Corps was used mainly as a reserve and did not see extensive action. *Rating: 0*

Alfred Pleasonton: Cavalry Corps

Pleasonton helped turn the Union cavalry into a respectable fighting force that could stand up to the best the Confederates had to offer. Pleasonton himself was an able commander, but he did little to distinguish himself at Gettysburg. *Rating: 0*

David Gregg: 2nd Cavalry Division

Gregg was a superb cavalry commander, in charge of the Union horsemen who formed the extreme right wing of the Union position. On July 3rd, he met and defeated J.E.B. Stuart's cavalry east of the town. He served the important role of keep-

ing the Union rear secure. The battle did much for his reputation. *Rating: +1*

Judson Kilpatrick: 3rd Cavalry Division

Nicknamed "Little-Kil", Kilpatrick was an impetuous, rash commander. It was he who ordered the disastrous Union cavalry charge on July 3rd following the repulse of Pickett's Charge. A terrible, costly decision for the Union forces. *Rating: −1*

Robert Tyler: Artillery Reserve

Tyler was an effective manager, and performed credibly with the artillery reserve. His guns did a masterful job in pounding the last Confederate charge on the afternoon of July 3rd. *Rating: 0*

Optional Union Commanders:

John Newton: I Corps

Newton was moved over from VI Corps and given command of the I Corps on July 1st after Reynolds went down. The men of the I Corps were unhappy with the selection of Newton, for they had wanted General Doubleday in command. But Meade felt Doubleday had done a poor job, so he promoted Newton. Newton did a credible job in a bad situation, although the I Corps saw little further action. *Rating: 0*

David Birney: III Corps

Birney held the left flank of Sickles' exposed III Corps on July 2nd. When Sickles was severely wounded, Birney took command. He did a solid job of holding the shattered III Corps together and extricating it. *Rating: 0*

SUMMARY

Rating the generals for combat effectiveness makes the new game of *GETTYSBURG* even more enjoyable, yet does not add to the complexity or the playing time. Game balance should not be affected too much by the inclusion of this new optional rule (as can be seen by the chart below). Players are free to argue and challenge these ratings, as they are only my opinion. However, you can't fairly judge them without giving the new *GETTYSBURG* a try; I'd urge everyone—no matter how long you've been in the hobby—to do so.

Army of Northern Virginia:

Lee	+1
Longstreet	+2
Ewell	−1
Hill	0
Stuart	0
(Cumulative Army Rating: +2)	

Army of the Potomac:

Meade	+1
Reynolds	0
Buford	+1
Hancock	+2
Sickles	−1
Sykes	0
Howard	−1
Slocum	0
Sedgwick	0
Pleasonton	0
Gregg	+1
Kilpatrick	−1
Tyler	0
(Cumulative Army Rating: +2)	

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CONTEST #147

It is noon on 2 July 1863 and the fight at Gettysburg is at its height. You're in command of the Confederate forces in *GETTYSBURG '88*, and the damnyankees are proving intractible. Indeed, Hancock's 2nd Corps has just driven Hood from the woods, and several other Confederate divisions have taken casualties over the 11 turns of combat. Worse, while the enemy has taken some significant losses too, your opponent still holds all the Victory Point hexes on the mapboard.

Your task, as the Confederate player in Contest 147, is to plan the movement and combat of your forces to gain the greatest VP possible this 12th Game Turn. All Optional Rules are in play (with the exception of 10f.); the Union player holds the Initiative Marker. Units not shown in the illustration below have been destroyed or have not yet arrived; consider only these units in your solution to Contest 147. To enter, simply indicate the final positions of the Confederate units and all attacks to be conducted (attacker, defender, drm for each); note that attacks *must* be listed in the order you wish them resolved.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the insert of this issue. Ten winning entries will receive a merchandise credit from The Avalon Hill Game Company. To be valid, an entry must include a numerical listing for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The Solution to Contest 147 will appear in Vol. 25, No. 6 and the list of winners in Vol. 26, No. 1
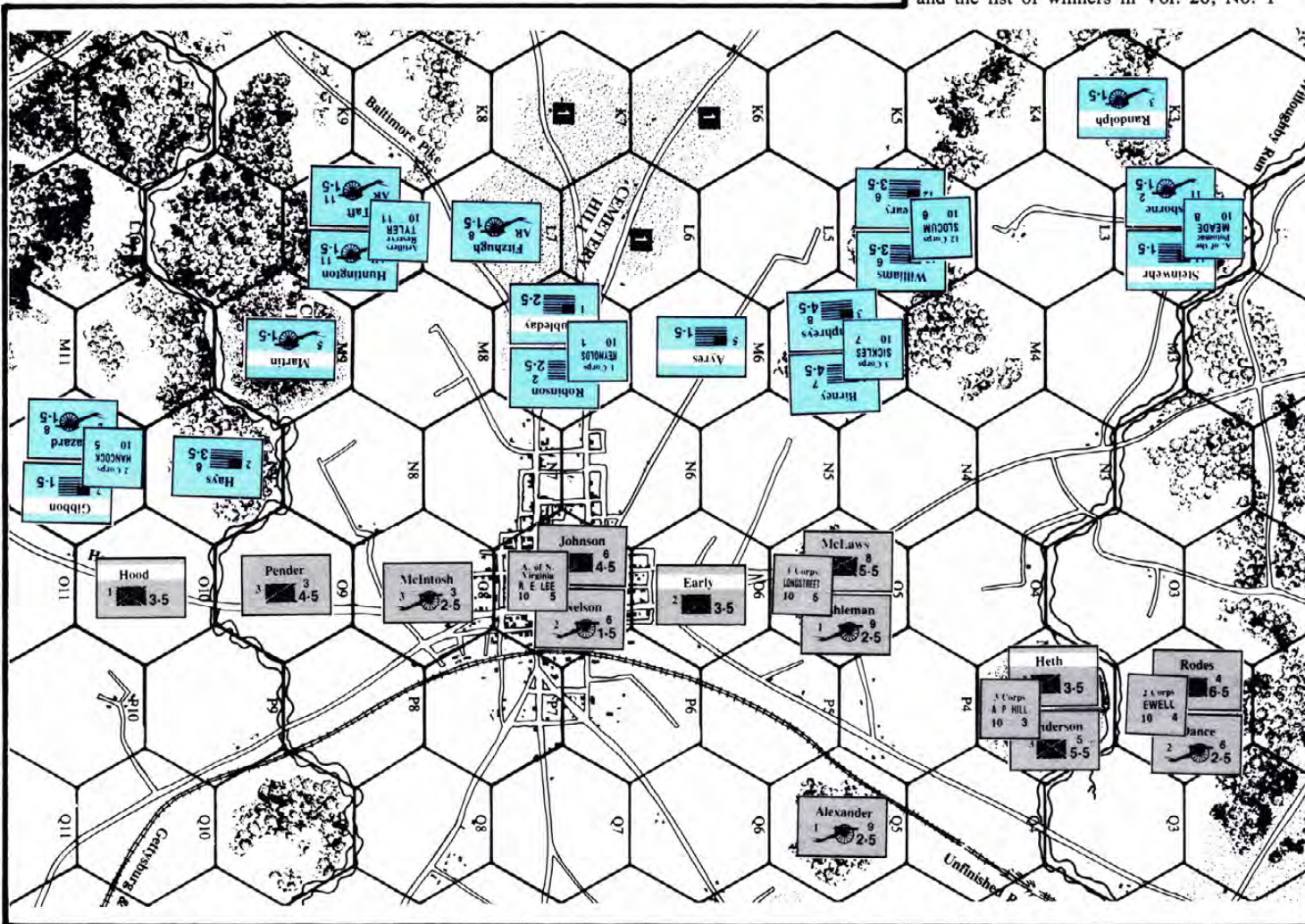
HORSE SOLDIERS
Cavalry Operations during the Gettysburg Campaign
By Arnold Blumberg

General Lee's invasion of the North in 1863 was designed with two purposes in mind: to relieve the pressure building on the Confederate fortress at Vicksburg (under close siege by the army of General Grant) and to serve as a grand foraging expedition for Lee's army (which was finding it harder and harder to feed itself in ravaged Virginia. As part of Lee's overall plan of invasion, his cavalry force under Major General J.E.B. Stuart would have an important part to play. Stuart's mounted division (11000 strong) was to cover the army's right flank on its advance north by moving along the east side of the Blue Ridge Mountains through the Loudoun Valley, fending off any enemy attempts to cut the army's communications with Virginia. When the Southern army entered Pennsylvania, Stuart would stop his mission of guarding the passes of the Blue Ridge range and either guard the rear of the army, or move by a round-about route to join Lee's vanguard on enemy soil.

The first part of June saw the Army of Northern Virginia moving toward a concentration at Culpepper, with Stuart's cavalry screening it from its positions six miles away—at Brandy Station. These preparations did not go completely unnoticed by General Joe Hooker, commander of the Union Army of the Potomac. He ordered his own cavalry chief, Alfred Pleasonton, to cross the Rappahanock near Brandy Station and find out which way the Confederates were planning to move. Pleasonton launched his 8000 troopers, supported by a handful of infantry, across the river on 9 June and so initiated what was to become the largest cavalry battle ever fought on the North American continent. The battle raged for 14 hours, and at its conclusion, even though the Yankee horsemen retired, battle honors were about even for both sides. The first cavalry action of the Gettysburg Campaign had been fought.

The Horse Soldiers

Before continuing with the narrative of the mounted actions that characterized the part played by the cavalry at Gettysburg, a brief description of the opposing forces, their tactics and use is in order.

Cavalry served the mid-19th Century army as a force combining speed, flexibility and the ability to find the enemy while cloaking a friendly army. More specifically, cavalrymen could function six ways in supporting their parent army in war. They could participate offensively, adding their weight and shock to that of the foot-soldiers and artillery. They could carry out reconnaissance. They could engage in counter-reconnaissance. The mounted force could delay and harass enemy advances. They could pursue and harass a retreating opponent. Lastly, they could raid enemy rear positions and communication/supply lines.

By 1863, the majority of military leaders understood the importance of cavalry. However, in the Eastern theater of operations only the Confederates seemed to be able to exploit its power. From 1862 on, the Army of Northern Virginia projected an aggressive role for its horse soldiers, employing them offensively, in mass, and often far afield of the main body. In contrast, until the first half of 1863, the commanders of the Union army wasted their cavalry's potential by fragmenting the mounted

arm into detachments of a few hundred, relegated to such unnecessary and demoralizing chores as picketing artillery and infantry camps and serving as escorts for every Union officer that happened to be wearing a star on his collar.

Although the Southern superiority in horsemanship, horse flesh and mounted tactics would continue right up to war's end, the Union troopers were usually better supported when it came to equipment and weapons. By the time of Gettysburg, the bluecoat was issued with a Model 1860 light saber, a Colt six-shooter revolver, and a Sharps one-shot breechloading carbine. His Confederate counterpart might wield a saber, sport a brace of revolvers (or single-shot pistols) and maybe a poorly-made carbine of Southern manufacture. (Robertson's two North Carolina units carried muzzle-loading Enfield rifles, while Imboden's and Jenkin's boys had to rely on smooth-bore muskets or shotguns.) Federal horse artillery batteries were uniformly composed of six 3" Ordnance Rifles, while Stuart's artillery was made up of a mixture of 10-, 12- and six-pounder smooth-bores with a sprinkling of rifled pieces. Most of the Confederate batteries contained only four guns. All in all, the Federal cavalryman had more reliable, longer-ranged and rapider-firing weapons than his Rebel counterpart.

American cavalry—Northern or Southern— usually functioned as dragoons. That is, the horses were used to get the trooper to the battlefield, where he then would generally fight on foot. Most cavalry actions during the war were combinations of mounted and dismounted tactics. The campaign of Gettysburg was no exception, although the campaign, commencing with Brandy Station, saw more traditional mounted combat than perhaps any other during the war.

Advance to Pennsylvania

The 10th of June witnessed Lee's army begin its march north, and by the 17th the army stretched some thirty miles long from the Rappahannock to the Shenandoah Valley. Stuart's cavalry now moved to block the passes in the Blue Ridge Mountains through which enemy forces east of that natural barrier might attempt to spy on the Confederate columns moving north. The 17th was to see the first of several hard-fought battles between the Blue and Grey horsemen—the former attempting to slip through the gaps in the range to discover the location of the Rebel mass, and the latter determined to do their best to forestall them.

The first clash of cavalry occurred near Aldie Gap at the northern end of the Bull Run Mountains that day. General Kilpatrick's Union brigade, later supported by the rest of David Gregg's division, met Fitz Lee's cavalry brigade (temporarily commanded by Colonel Thomas Munford) in repeated mounted saber assaults, interspersed with determined dismounted combat. Although Lee's men had to withdraw, the Federals failed to follow up on their success and thus missed the chance to discover the presence of Longstreet's corps marching through the Loudoun Valley at the time. This same day saw the destruction of the First Rhode Island cavalry regiment which, while on a scout at Middleburg near Aldie, was struck by the combined weight of Chambliss' and Robertson's brigades. Only 60 of

the 275 Federal troopers escaped the fight.

On the 19th, Gregg's division of Union cavalry, with Gamble's brigade from Buford's division, headed for the passes of the Blue Ridge. They started from Aldie and reached Middleburg by mid-morning. Just west of the village stood Stuart's main force guarding the mountain gap, with Confederate infantry to the west of them. Gregg's division struck Stuart's men head-on with no effort made to envelop and so turn them out of their position. After repulsing several mounted charges, Stuart initiated his own. But like the Union attacks, it was brought to a standstill by dismounted fire and mounted counterattacks. By darkness, without any interference from Gregg, the Confederate troopers backed further west toward Upperville to better protect the passes and the hidden army marching north behind them. This "Battle of Middleburg" had cost each side about 100 men (perhaps 10% of the total forces engaged). No one was sure who the victor was, but what was certain was that more hard fighting was sure to follow.

In another attempt to break through the enemy screen and see what was west of the mountains, Pleasonton gathered all his cavalry and some infantry for a frontal assault on Stuart down the Middleburg-Upperville Pike. While Gregg's unit would forge ahead down the road, Buford's would flank the Rebs on their left. After an effective artillery bombardment, followed by infantry and cavalry advances, Stuart's line was pulled back yet again, through Upperville—but not before Hampton's and Kilpatrick's brigades had at each other in the town's streets. Mounted charge followed mounted charge until sundown found the opposing forces retiring to opposite ends of the village. Soon after, Stuart retired slowly towards Asby's Gap. The Federals did not pursue, but stayed close to Upperville.

Following the fight at Upperville, both mounted forces were worn down but in good spirits (feeling that they had given better than they had received). In the period of 17-21 June, Stuart's cavalry had had 500 casualties to Pleasonton's some 860. Adding the losses at Brandy Station to the toll brought it to over 1000 Rebs and 1700 Yankees killed, wounded and missing.

Stuart's Expedition to Hanover

As early as 20 June Stuart had suggested to General Lee that the cavalry be allowed to conduct a strong raid that would slow down the pursuit by the Army of the Potomac. Stuart argued that such a move into the enemy's rear area would disrupt his communications, secure much needed supplies, and be useful in gathering intelligence about the enemy. Lee gave his approval for what was supposed to be a ride around Hooker's army, at the end of which Stuart was to link up with Ewell's infantry corps at York, Pennsylvania.

Starting from Salem, near the Blue Ridge Mountains, on 25 June Stuart moved out with the brigades of Hampton, Fitz Lee and Chambliss (about 6000 troopers). The cavalry brigades of Jones and Robertson were left with the main army to continue to provide cavalry support. The raiders crossed the mountains and immediately bumped into units of Hancock's 2nd Union Infantry Corps. Side-stepping

to the south, the Confederates reached Fairfax, Virginia on the 27th and discovered signs of another Federal corps—the 6th. Stuart had miscalculated. They were not moving around the Union army, but through it!

By late morning of the 28th, the Rebel force crossed the Potomac River into Maryland. Stuart realized that the Army of the Potomac was moving after Lee's army and not standing still as the Confederate command had thought. He had to accelerate his march if his troopers were to rejoin the main force in Pennsylvania and inform Lee that the enemy army was stirring and heading north.

Nearing Rockville, eight miles from Washington, Stuart's raiders captured an enemy supply train numbering some 125 wagons. Even though he was behind enemy lines, and it was imperative that he rejoin the main army to provide it with cavalry support (scouting and screening), and despite the fact he was already badly behind schedule, Stuart chose to drag the captured wagons along, further retarding his efforts to link up with the army somewhere around York. The greycoat cavalry occupied Westminster, Maryland on 29 June after a brief but sharp little mounted fight with a squadron of Union troopers in the town's streets. Stuart's wayward column then turned for Hanover, Pennsylvania on the morning of the 30th . . . and their next fight with the cavalry of the North.

Pursuit to Pennsylvania

On 26 June Hooker finally got his army lurching north on the trail of the Army of Northern Virginia. As per his orders, the Union cavalry corps was split up in order to assist the different infantry corps during their march. Buford's men guarded the 1st Corps as it crossed the Potomac on the 25th-26th of June, while Gregg's division did the same for the rest of the army and its supply train.

On the 28th, Hooker was replaced as commander of the army by George Meade, who authorized Pleasonton to reorganize the cavalry corps. Now the 12000-man force would be divided into three divisions: Buford's, Gregg's and a new force composed of the brigades of Custer and Farnsworth under the command of Kilpatrick. The 28th saw the Federal cavalry fan out from Frederick, scouting ahead of the main army while also guarding its flanks and rear. Kilpatrick covered the center, Gregg the right and rear, Buford the left. By dawn on the 30th Buford was heading towards the crossroads of Gettysburg with the brigades of Gamble and Devin. Gregg meanwhile entered Westminster, as Kilpatrick was entering Hanover.

By mid-morning of the 30th, the brigade of Farnsworth had cleared Hanover on its way to York. Custer's men were a little further ahead. As the last regiment of the brigade was travelling through the town, it was struck by Stuart's column—which was looking for Ewell. Stuart had not been looking for a fight, but in order to save time he wanted to pass through Hanover to link up around York, as per his orders. Chambliss offered to clear the town of Yankees, but was unable to do so when Custer's boys were ordered back to the town to support Farnsworth. The Confederates were themselves subsequently reinforced by Fitz Lee's and Hampton's men, and a fierce fight for control of the town and area northwest of it raged for a good part of the day. Realizing that time was pressing, Stuart broke off the combat and pulled out toward York during the night. He accomplished this without any interference from Kilpatrick, who dallied around Hanover until 2 July.

July 1st found Stuart's troopers brushing past York in their quest to locate Ewell's infantry corps. From there they marched to Hunterstown, reaching that place on 2 July—about five miles northeast of Gettysburg and the battle raging there. During the day, Hampton clashed with Custer outside Hunterstown. This small action prevented the full weight of the Confederate cavalry from supporting Ewell's infantry in its attack on Culp's Hill that day. (Both Hampton and Kilpatrick considered this action of vital importance in history. Hunterstown was on Ewell's left as well as Slocum's right flank.)

Gettysburg, July 1-2

While Kilpatrick's division was blocking Stuart's return, other Union cavalry was helping to shape the course of the battle at Gettysburg. Buford's men entered Gettysburg on 30 June and immediately spread out to the west and north in order to locate the Rebel army thought to be in the vicinity. On 1 July, Buford's soldiers stalled the Confederate advance units as they tried to take the town and its important road network, thus gaining time for the Army of the Potomac to arrive on the battlefield and occupy the heights east of town.

On 2 July, Gregg's cavalry arrived three miles southeast of town where the Hanover Road intersects with Low Dutch Road. By that afternoon, Buford's division had been ordered to Westminster to guard the army trains there, and Kilpatrick was just engaging Hampton at Hunterstown. The next day would witness the most important cavalry fight of the entire campaign.

East Cavalry Field, 3 July

In support of General Lee's massive frontal assault on Federal lines (known as Pickett's Charge). Stuart's cavalry was merely to protect the Confederate left and be in position to threaten the Union rear in case the infantry assault proved a success. But Stuart had other ideas. In order to make up for the disappointing effects of his raid, he hoped to turn his task of guarding the army's flank into a mounted attack on the enemy's rear.

On the morning of the 3rd, Stuart moved his division of cavalry (now numbering about 7000 in four brigades) south along a ridge line—Cress Ridge. He hoped to move undetected to the Baltimore Pike in the rear of the Yankee army and cut its supply lines that ran along the pike. Meanwhile, parts of Gregg's cavalry division, which were in the fields south and east of Cress Ridge, spotted the Confederate move toward the Union right.

It was about noon, and Gregg's division had been reinforced by Custer's brigade, who held a position supported by artillery along and anchored on the Hanover Road. Stuart, meanwhile, had set up his guns on the northern edge of the ridge and sent Jenkin's men to occupy the Rummel farm. Hampton and Fitz Lee, on the left, and Chambliss and part of Jenkins soldiers on the right, remained under cover of woods.

At 1300, McIntosh's Union brigade arrived and Custer was ordered to take his men and rejoin Kilpatrick. Custer warned McIntosh to be prepared for an attack on his right or rear at any time. Heeding this advice, McIntosh sent two of his regiments to the area of the Lott farm. In the distance could be heard the Confederate artillery bombardment that heralded Pickett's Charge.

At 1400, McIntosh set out a skirmish line to the Rummel farm to see what enemy was in the vicinity. This prompted a Confederate response in the form of rifle fire, and a hot shooting match between the opposing dismounted cavalrymen commenced. McIntosh fed more dismounted troopers into the fight, and moved two mounted squadrons into the woods near the Lott farm. In response to these Union moves, Stuart moved more dismounted men to the Rummel farm, and a battery of artillery located behind the farm buildings was ordered to start shelling McIntosh's lines. That Union officer countered by bringing up some of his own artillery and calling for reinforcements. General Gregg, sensing the seriousness of his division's position, ordered Custer's return and sent him to help McIntosh at the farms.

At the Rummel place, the fire-fight grew in intensity as each side extended the battle lines with dismounted troopers. Union horse artillery south of the Hanover Road joined in the battle and forced a Confederate artillery battery to withdraw. Meanwhile, a dismounted Rebel attack, supported by a newly positioned regiment from Chambliss' brigade, was beaten back by men of the 5th Michigan (Custer's brigade) armed with Spenser repeating rifles. During a short lull in the fight, when some of McIntosh's men left the lines to go rearward for more ammunition, Stuart (thinking the enemy retreating) sent forward in a charge the mounted 1st Virginia Cavalry Regiment. To meet this formidable threat, Custer led the 7th Michigan in a countercharge. Other bluecoats, mostly dismounted, supported Custer by firing into the Confederate flanks. Seeing how the 1st Virginia was suffering from dismounted enemy fire, some of Jenkins' men came to their aid on foot. The 7th Michigan was driven back. The 1st Virginia pursued them toward the Federal guns near Low Dutch Road, but finally had to break back under the fire of those guns and small arms, as well as a mounted charge from the 5th Michigan and rallied 7th. In their turn, the Yankees beat a hasty retreat when parts of Chambliss' and Hampton's brigades came to the rescue of the retreating Virginians. A lull in the fighting followed.

A little after 1500, the Federals could see the massed brigades of Fitz Lee and Hampton forming up along Cress Ridge. The Rebels were going to make a grand saber charge in the tradition of the Napoleonic wars. As the enemy horsemen slowly advanced, the Federal artillery opened up, tearing gaps in the line. General Gregg ordered McIntosh to strike the enmy columns in the left flank, while Custer would hit them in the center and right. As the grey cavalry advanced with increasing speed, Gregg ordered the 1st Michigan to meet the enemy head-on with sabers. The flamboyant Custer rode up to lead them personally. As the two forces neared each other, the artillery ceased its firing. The charging brigades crashed into each other. For nearly ten minutes the opposing cavalrymen hacked and pistol shot at each other, until some 500 Michigan troopers penetrated right through Hampton's men. In the meantime, scattered bodies of Federal horse hit the Confederates on both flanks, despite the best efforts of Lee's and Chambliss' men who were supporting Hampton on his left and right. Soon the entire Confederate assault was in confusion and the Union troopers pursued their adversaries to the Rummel farm and through the Cress Woods, taking many prisoners.

Hitting dismounted Confederate lines, the Yankees halted their pursuit. Skirmishing and some artillery fire continued until dark, but the battle had really been decided by the break-up of the massed cavalry charge. By nightfall, both sides held about the same ground that they had when the fight began. The cavalry engagement at East Cavalry Field was costly to both. Out of the 7000 Confederates some 41 were killed, 50 wounded and 90 captured or missing. (This does not include the losses to Jenkins brigade, which are not known.) Union casualties amounted to some 30 killed, 149 wounded, and 75 captured or missing. All in all, Stuart's activity on the field east of Gettysburg had no real influence on the battle. As things turned out, it was a sideshow and a waste of manpower.

On the other end of the battlefield of Gettysburg, several minor cavalry clashes occurred which resulted in the destruction of a Union regiment at Fairfield (southwest of Gettysburg) by the brigade of "Grumble" Jones, and the mauling of Farnsworth's brigade near the Round Tops. Both the blue and the grey cavalry would experience more hard fighting as Lee's army retreated back to Virginia. But the fighting both had taken part in between 9 June and 3 July 1863 would prove to be the hardest encountered by either during the war.

EAST CAVALRY FIELD—The Variant

"East Cavalry Field" is a variant based upon Avalon Hill's newest operational Civil War game, *GETTYSBURG '88*. All of the game's basic and optional rules may be used when playing this variant. With the exception of the new mapboard (found on the insert of this issue) which extends the original map to cover the area where the action took place (about three miles east of the town) and which can be readily linked to the map included in the game, no new components are need to play.

The variant mapboard provided represents the area that the Federal and Confederate cavalry under Gregg and Stuart fought over on 3 July 1863. All rules affecting movement and combat found in the *GETTYSBURG '88* game apply to this extension mapboard.

Victory Points on the variant map are located in the following hexes: H16, N16, N17 and O14. Victory conditions in the variant scenarios are governed by the same rules as in Rule 6a5 in the *GETTYSBURG* Battle Manual. At the start of each variant scenario, all VP hexes on the map are deemed controlled by the Union Player.

All basic and optional rules found in the original *GETTYSBURG '88* game are in force. There are no new variant rules that add to or alter any of the basic or optional rules of the game, unless specifically listed under the Special Rules section of the scenario being gamed.

Scenario A East Cavalry Field

This scenario represents the historical fight that took place east of Gettysburg between opposing cavalry on 3 July. This scenario may be played as a separate game.

NUMBER OF TURNS: Turn 19 through Turn 23

UNION SET-UP:
Custer (N16)
McIntosh (P16)
Gregg HQ (P16)
Robertson's Horse Artillery (L16)

UNION REINFORCEMENTS: Gregg enters at Hex H16 on Turn 22

CONFEDERATE SET-UP:
Fitz Lee (R13)
Hampton (Q12)
Stuart HQ (Q12)
Chambliss (P12)
Jenkins (O12)
Beckham Horse Artillery (Q13)

CONFEDERATE REINFORCEMENTS: None

SPECIAL VARIANT RULES: None

VICTORY CONDITIONS: Same as found in the Battle Manual under Rule 6a5.

Scenario B East Cavalry Field

This hypothetical scenario represents the cavalry fight between Gregg and Stuart on 3rd July, but at an earlier time in the day when Stuart starts his ride to gain the rear of the enemy army. It is meant to be used in conjunction with the full "Third Day's Battle" game.

NUMBER OF TURNS: Turn 17 through Turn 24

UNION SET-UP: As per the set-up found on page 12 of the Battle Manual, with the exception that

Intermediate GETTYSBURG '88

By Alan Marian and Jim Brown

The release last year of The Avalon Hill Game Company's 125th Anniversary Edition *GETTYSBURG* game serves two very useful functions, sufficient to overcome any initial question of "Why another Gettysburg game?" First, it is an introductory-level wargame, specifically designed with the novice or casual player in mind (and the hobby press has certainly and accurately decried the lack of good introductory games to enlist players into our declining ranks), on one of the best-known battles in American history. Second, it is simple enough that veteran players can turn to it for a relaxing yet challenging night or two of actual game-playing instead of grappling with some overly-ambitious, overly-complicated bore.

One of the more entertaining characteristics of wargamers is that most of us are inveterate tinkerers when it comes to a design that "needs" only a simple rules change or bit of chrome to "fine-tune" it or to add some favorite historical touch. This newest *GETTYSBURG* is no exception [*as the other variant articles herein will attest*], especially when played by experienced players. We have experimented with a number of changes, some of which worked and some of which were discarded, with the primary goal being to add more realism—but only in a streamlined manner, in keeping with the intent of the game's design. If you've given the game a try and now would like a new perspective, consider these brief suggestions:

ENTERING THE MAPBOARD

1. If an entry hex contains an enemy unit, the entering unit has two options:

   a. Attack the occupied hex from offboard, advancing into the entry hex if successful; waiting offboard until next turn if not.

   b. Make an onboard move as per the original rules, and enter the nearest edge hex that is free of enemy units or ZOC; the entering unit must stop in the first hex entered, however, to simulate the time spent moving.

2. If an entry hex contains an enemy ZOC but no unit, the entering unit still has two options:

   a. Enter at the designated hex and fight the enemy unit(s) exerting the ZOC, advancing if victorious or retreating offboard if all adjacent hexes are enemy occupied or in enemy ZOC.

   b. Make the onboard entry move as described in 1b. above.

3. The "range" of available entry hexes for each side is limited as follows:

   a. Union: C1 counterclockwise through O11.

   b. Confederate: M1 clockwise through S11.

This range applies when using the onboard move and entry rules, and allows some realistic flexibility at the map's edges, but limits each player to the road net actually available during their respective approach marches. Of course, nothing prohibits a player from delaying the entry of any unit as long as desired, whether or not the entry hex is blocked.

MOVEMENT

1. Units cannot combine road and off-road movement in the same turn; the road bonus applies only to units which move entirely along a path of connected road hexes.

2. Units cannot use the road bonus if they begin their movement in an enemy ZOC and/or end their move in an enemy ZOC.

These two simple changes restrict the almost unlimited movement in a game which has a small map and large hexes. The second shows the effects of formation changes without unnecessary detail.

UNITS

1. The cavalry brigades of Huey (USA) and Robertson and Jones (CSA) did not arrive on the battlefield itself and should be considered optional units whose use must be agreed upon before starting play. If they are used, change the entry hex for Robertson and Jones to M1. In reality, Huey was left behind to guard the Union supply base, and the two Rebel units were guarding Monterey Pass in the Fairfield-Hagerstown area.

2. Buford, with his cavalry brigades of Gamble and Devin, must exit off the south edge of the map on Turn 11. If they cannot reach the edge that turn, they must continue by the quickest route possible on succeeding turns until they do exit. If cut off from the south edge by enemy units, they exit from the esst edge. In the confusion of July 2nd, Meade did not know that Buford had been ordered from the field until he was gone, and the Union player now faces the same problem. This optional rule should be agreed upon by the players before the game begins.

3. The Order of Appearance chart for Union units arriving on Turn 11 should be changed; the three artillery units and the AR HQ should arrive in hex A8. This is the Taneytown Road, and Coddington's *Gettysburg Campaign* (among other sources) states that the Artillery Reserve did arrive in separate sections but along the same road.

4. The Order of Appearance chart for Union units arriving on Turn 13 should be changed; the two cavalry units and HQ should arrive on the Hanover Road (sources suggest that Kilpatrick's division filtered into the area further north than the Baltimore Pike).

COMBAT

To our mind, one of the most serious omissions from the existing game is lack of any distinction between the three branches of the service—which can lead to some improbable and ahistorical missions for the various arms. Therefore, the following modifiers are applied, in addition to those already existing in *GETTYSBURG '88*:

1. The cavalry brigades of Gamble and/or Devin get a +1 when attacked by a force containing both infantry and/or artillery, since they were equipped and trained to fight dismounted (+1 even if both engaged in the same fight).

2. Infantry attacking or defending against only cavalry (not horse artillery) get a +1 (at this point, cavalry rarely stood up to formed infantry in combat).

3. Cavalry attacked by a force which does not contain enemy cavalry may attempt to retreat before combat. Any die roll of "2-9" permits a one-hex retreat, and the attacker does not advance since there was *no* combat resolution. A die roll of "1" means that no retreat occurs and normal combat resolution follows. A die roll of "10" means that the cavalry must retreat *two* hexes and must take a one-step loss (due to panicky retreat), and the attacker does get to advance into the vacated hex.

4. Artillery defending against any attack which contains no enemy artillery unit gets a +2. The guns were tremendously powerful, especially at close range, and each one represent several batteries. A maximum of +2 only is allowed, regardless of the number of batteries involved.

5. If any attacking or defending unit occupies the Gettysburg town hex, the enemy gets a +1 (because the town was a liability for cohesion and firepower—not an asset).

6. A unit defending on Culp's Hill, Little Round Top or Big Round Top gets the +2 as per the game's original bonus even if attacked from a connecting hill hex (because these three locations were physically dominant heights).

REORGANIZATION

In the original game, there is no chance for reorganization during day turns, while at night it is automatic (even for two units in the hex) if they remain immobile for 24 hours. Reorganization should be neither automatic nor impossible, and should always possess an element of chance to reflect varying troop quality and leadership. For the changes presented below to the optional rule, only two units can attempt reorganization.

1. During night turns, units reorganize on a die roll of "6" or less, with a -1 applied to the roll if stacked with an appropriate leader.

2. During day turns, units reorganize on a die roll of "2" or less, with a -1 applied to the roll if stacked with an appropriate leader.

3. Reorganization can only be attempted after *four* complete game turns in which the unit did not move or attack.

OPTIONAL RULES

To play a reasonably historical game, players should utilize *all* the Optional Rules contained in Section 10 of the "Battle Manual" (including the modified 10c2 above). In our opinion, the "correct" flavor of the battle simulation requires the rules for command control, Hancock as Meade's deputy on July 1st, ranged artillery fire, and reorganization.

Optional Rule 10e relating to the Initiative Chit could be amended so that a player retains the chit if he wins a combat in which he made use of the chit. It is given to the other player only if the holder lost the combat. Initiative on the battlefield should remain with the side having success, rather than randomly and arbitrarily switched back and forth.

SUMMARY

As stated in the introduction, one must resist the temptation to add too much to an elegantly simple game such as *GETTYSBURG '88*, because once you've started it's tough to stop. Some changes were tried in our playtests but did not work; others were not in keeping with the spirit of a clean, quick-playing game and were discarded.

One feature remains questionable, and readers may wish to experiment on their own with the game's original limit of a +10 maximum modifier per side in each combat resolution. At first glance, this seemed to unrealistically aid the defender, since an attacker could not bring all available power to bear on a key hex. Then we tried playing with *no* limit; it unrealistically helped the attacker by making almost any hex indefensible. We finally accepted the arbitrary limit as per the original design. When you play, you may wish to alter the limit upwards or down and reach your own conclusions.

LET US CROSS OVER THE RIVER

A Flight of Fancy for Wargamers

By William O. Moore

It is rare that we indulge in the luxury of fiction in these pages. But, having a touch of the "Dreamer" Mr. Carroll writes of elsewhere in this issue, and having some sympathy for the "Cause" (being mostly raised in the Deep South), I couldn't resist this piece. Hopefully, it will prove entertaining. And, for those who might wish to see how the fictional Jackson would fair, I've added rules to incorporate the bizarre events Mr. Moore has devised to our latest game about the battle.

The hinge of fate sometimes turns on strange events.

General Robert E. Lee, at the zenith of his success, rode confidently northward. He was followed by what he considered the finest army in existence at the time, the Army of Northern Virginia. Although constantly outnumbered by the enemy, he, by his inborn skill, guile, daring, devotion to duty and loyalty to his native Virginia—and whatever other purposes lay deep within his heart—had completely confounded the enemy, stopped his march on Richmond in seven days, and had driven him from the field in retreat across the Rappahannock. General Lee was now marching northward by way of West Virginia, Maryland and Pennsylvania to threaten the Federal capital. His confidence drove him to dream of turning the right flank of the entire Federal Army of the Potomac and again sending them fleeing in panic to the cover of Baltimore and Washington. Lee intuitively knew that it had to be done now, if ever.

But at a moment when he should have been elated and exultant at this prospect, he rode towards Harper's Ferry with head hung down in contemplation of the events during the battle at Chancellorsville which had taken the life of his most cherished lieutenant, General "Stonewall" Jackson. Lee's army had convincingly defeated Burnside at Fredericksburg, though outnumbered by the Yankees two-to-one. The enemy was better equipped and better fed, with superior artillery, ammunition, and material things it takes to wage a successful war. What they lacked was the genius of Lee and Jackson, and the total devotion of the men in their army. In a late-night conference near Chancellorsville, Lee had asked Jackson's advice about confronting the usual overwhelming numbers of the Federals up ahead. Jackson answered that it was for Lee to decide, and then assured him that he would do all within the power of his men to carry out Lee's plan, whatever it might be. Lee proceeded to outline a strategy calling for Jackson's corps to sweep to the left past Catherine's Furnace, turning Howard's right flank to threaten his rear near Wilderness Church, and then march past Dowdall's Tavern down the Orange Plank Road, backing Howard up against Slocum's regiments near the village. Jeb Stuart's cavalry would cover his movements. Jackson smiled, touched his cap, and stated, "My men will move at four o'clock."

So, once again Lee had boldly divided his army, sending Jackson on an adventure that could carry the day, while he himself held the center facing

Slocum and Meade—whose numbers were perhaps three or four times those of Lee's remaining 14000. In the early light of morning, Lee watched Jackson ride away with confidence. As he watched "Stonewall" in action, he was moved to remark, "Such an executive officer the sun never shone on." The Battle for Chancellorsville that day is well recorded. Jackson descended with 28000 men on Hooker's right and rear. Cannon roared and thundered. Confederate battle flags fluttered. Wild rebel yells echoed; and Jeb Stuart's cavalry charged. The Confederate infantry swept through woods and fields, to falter only momentarily in the face of an enemy rally, then surged on again. Jackson and Stuart rolled up the Orange Plank Road and the Federals fell back on Chancellorsville, their artillery falling silent. From there, defeat turned to rout with the men in Union blue swarming in panic through thickets to get across the Rappahannock. The debris of battle was strewn behind: abandoned caissons, dead horses, discarded rifles and blankets and ammunition. Lee's center had held, then advanced, and then hotly pursued the foe. His men gathered around him in wild celebration of an almost perfectly executed plan. The Yankees would not have the will to threaten Richmond for another year. Douglas Freeman later called it, "the supreme moment of his life as a soldier."

But tragedy—always just moments away or over the next hill in war—came that day. At dusk, after Jackson's glorious sweep of the Federal flank, he had been wounded mistakenly by his own men while returning from a reconnaissance of the day's action. Three wounds to the arm and hand required removal of the left arm. Lee did not flinch at the news. He commented that Jackson may have lost his left arm, but that he himself had lost his right. He sent congratulations to Jackson upon a glorious victory and said that he wished it could have been himself wounded instead of Jackson. No time for grief though; Lee had to turn his attention to a threat from the rear—Sedgewick still at Fredericksburg.

Lee had withdrawn the bulk of his army from that area to face Hooker's main force at Chancellorsville. Sedgewick failed to advance against the numerically weak but skillful Jubal Early. Meanwhile, Lee had divided his army and swept the field at Chancellorsville. Now he must hold the river line and send Early and Law back to face another threatened advance from Fredericksburg. And so it was, had been and was to be; desperately, skillfully maneuvering, deploying, withdrawing and advancing, Lee's army achieved feats that made it seem to have twice the strength of the confounded enemy. Union generals constantly demanded more reinforcements, usually convinced that they were greatly outnumbered. After some feints and countermoves, the Army of the Potomac stole quietly away in the night, withdrawing across the Rappahannock to trudge northward in retreat again. Confederate columns that same night marched to block the routes from Fredericksburg.

And then the tragic word came, first as a stir among the troops, and then a messenger brought

Lee a folded note that Stonewall Jackson had faded into death and finally left his beloved South. The depth of Lee's grief upon losing Jackson is well recorded, but the length of it did not show. Instead, he busied himself in counting the losses, measuring his strength, gathering supplies, and resting. He reorganized the survivors, turned northward, and decided to strike boldly at the heart of the enemy to end this hateful war.

And that's how it happened, but suppose . . .

After General Jackson was wounded and brought to a comfortable house several miles behind the lines, he was afforded the best care possible for a Confederate soldier near the front. It seemed fortunate that his wife was making a rare visit to the army with their newborn child, which Jackson had not seen. She, the surgeons and orderlies gave him every care and comfort available. Nevertheless, gangrene threatened. His arm was amputated, but pneumonia set in. After an eight-day struggle, he was given up for dead and his body placed on the portico, covered with a Confederate flag, to take advantage of the cool evening (for embalming techniques were not available at the front). It so happened that a major from North Carolina had also lost an arm at Chancellorsville, died, and been placed among the others beside Jackson on the porch. Orderlies were assigned the task of making practical arrangements for removal of the bodies to an appropriate place for burial.

During the night, long after most were asleep, there was the slightest rustle under the flag that covered Jackson's body. His right arm moved, his eyes opened, and he tossed the flag aside. He first crawled, then rose and staggered a hundred yards across the lawn to a rail fence and low smoldering campfire where two soldiers kept vigil over horses and the road from which other wounded might be arriving in the night. As fate would have it, they were in Jackson's command, having spent the day bringing wounded back from the front. As he approached, they were surely amazed, having been assigned to assist in his care and knowing of his "death". Jackson coughed, staggered slightly, and instructed—no, demanded—that they bring up three horses, with knapsacks, food and hand guns.

The two privates looked at each other in alarm; but they were being addressed directly by a most illustrious officer, whom they had had occasion to glimpse in person before. So immediately, they withdrew to carry out the orders, taking advantage to discuss between themselves whether the general was mad, an imposter, or perhaps a spirit sent from God to save the South. They were reasonably certain that the dark, piercing eyes and sad expression were those they had seen as General Jackson passed them on the Orange Plank Road; and certainly they were under an obligation to follow him, mad or not. So they returned with horses and equipment. With difficulty and in obvious pain, Jackson mounted his horse, ignoring their suggestions that they fetch a doctor. If there had been sufficient light, his face

would have shown delirium, sweat and a wild glare about the eyes. But there was none yet to lighten Jackson's madness. He gave the simple order, "Follow me", and turned his horse north, toward the Rappahannock. At dawn, as the three pulled up for a brief rest at the river's bank, Jackson threw his glazed gaze at the water and whispered, "I have a rendezvous with destiny; God has commanded me to pass over the river and rest in the shade of the trees." More dumbfounded then ever, the two privates could only stare.

The two men followed obediently as Jackson sought out a shallow ford and rode onto the north bank of the river. As the bizarre party stopped for a moment under the grove of willow trees, one inquired of Jackson's wounds and pain. The other did not want to appear timid, but still speculated that Yankee troops were probably nearby. Jackson seemed oblivious to both, but then asked their names. "Private Presley Barbour, Pulaski, Virginia, sir," the taller answered, then with a smile, "of the Stonewall Brigade, Army of Northern Virginia!" The other followed the first's lead, "Private Richard Snyder, Radford, Virginia, Stonewall Brigade." The general seemed pleased, but the smile forming in one corner of his mouth was offset by the grimace of pain. As blood seeped through the bandage, he gave the order, "Forward my good boys, to meet our God and rest on the other side."

After riding north for another hour or so, Private Barbour, closest to Jackson, noticed him reach to try and wrap his shirttail around his left shoulder. The privates convinced Jackson to stop again for rest under the "shade of the trees", for the sun was now well up. Shortly after dismounting, and attending to Jackson's wound, there was a rustle in the woods not 70 yards away; and then they were suddenly surrounded by a dozen Union soldiers. Snyder made a reflexive gesture to draw his pistol and was instantly shot down. General Jackson, in a low voice, steadied Barbour and signaled surrender. They had obviously blundered into the rear guard of Hooker's retreating army. A young lieutenant came over and introduced himself as Rabun Smythe of the 2nd Maryland Brigade; Jackson, even in his fever a wise man, in turn introduced himself as "Captain John Carter". Being dressed in a clean uniform without insignia for burial, Jackson looked like what he was, a badly wounded officer lost between two armies.

Later, in camp, Smythe related that he had distant relatives near Georgetown, in South Carolina; thus a rapport was established as the conversation turned to remembered places of the Old South. The young lieutenant went on to say that his brother was a surgeon with battalion headquarters, and should have a look at both Private Snyder and Captain Carter. The wounded Snyder was carried on by ambulance ahead of the rear guard to the "comforts" of a Federal prison hospital. Barbour was allowed to attend Jackson, who again slipped into fever and fatigue. But, with the more plentiful medicines available to Dr. Smythe, Jackson began his slow return to relative health. Some seven days later, with the danger past, the two men were informed that they would soon be transferred to a POW camp. Jackson, who had established some rapport with the Smythe brothers, was given—in view of his amputated extremity—considerable lattitude on the march northward. After eight days of rest, of being well fed and cared for, Jackson with a clear head plotted escape. Barbour, in turn, noted that the one young guard assigned to tend them had a habit of dozing off about two in the morning. So it came about that together, Jackson and Babour would make their escape.

It was dark and overcast—perfect weather for an escape—as General Jackson faded into the shadows, with Barbour covering him and soon following. They walked, slowly and silently at first, through brush and trees, then rapidly across open fields until they could distinguish the horizon. The enemy army was apparently moving northeast towards Washington, but the rear guard detachment they had escaped seemed to be moving northwesterly along the Rappahannock. Thus, Jackson reckoned, if the two of them but moved in a southwest direction, they would find the shortest path to their own lines.

Laying up for a day, tired but exhilarated to be moving across the fields towards home, the two rested. With the clouds gone, a full moon led them on toward the Rappahannock, which they crossed as dawn broke. The bark of a dog could be heard through the grey mist of river bottomland, and soon the vague outlines of a rude little farm house and clustered sheds emerged. As Jackson and Barbour drew near, within a hundred yards of the house, a man appeared going from house to barn. Upon spotting the two, the man hurried to his house. Jackson was confident that once they could reveal themselves as Confederate soldiers to this Virginia son, they would be received with open arms. But he suddenly remembered returning to his own lines and being shot by his own men, a lifetime before at Chancellorsville. The ragged general ordered Private Barbour to tear a piece from his shirttail, attach it to a corn stalk, and advance alone about fifty yards or so. The farmer reappeared in the yard with musket in hand and lingered near a large oak while he studied the approaching soldier. Barbour shouted his explanation that they were escaped Confederate soldiers, needing food and shelter. The farmer held his ground near the tree and signaled for both to advance. It may have been the tattered Confederate uniforms, or the soft Viginia accent, or even their knowledge of the territory; whatever it was, something convinced the farmer to at last allow them into the kitchen where his wife was set to frying bacon and warming day-old cornbread. General Jackson was back.

Jackson regailed the odd group seated around that crude table with tales of the battle, his wound, crossing the river, capture and escape—embellished to maintain his persona of "Captain Carter". The farmer, in turn, was well informed of the great victory at Chancellorsville, but hastened to relate the tragic news of Stonewall's death. And, of true interest to Jackson and Barbour, the farmer had news of Lee's army's movements, explaining that the main body had passed a village about three miles west and moved on towards Culpepper a week ago. Thanking Miller and his wife for the breakfast and hospitality, Jackson made one last request—help in getting to Culpepper. Although the farmer had been forced to sell two of his horses to the Confederate army, he offered to take them there in his buggy drawn by his remaining nag. On the way, Jackson gleaned as much information as he could from the farmer about the current campaign; as they entered the town, slaves and freed men filed past to clear the trampled corn in the fields. Everywhere Jackson could see signs that the army's horses, wagons, caissons and men had passed through recently. As the farmer and soldiers parted way at Culpepper Courthouse, Barbour could no longer contain himself and confided to Miller that his companion was none other that General Stonewall Jackson himself. Puzzled and incredulous, the farmer rode away—to be lost in the footnotes of history.

At Culpepper, Jackson at last introduced himself by name to the commander of the remnant of Lee's Quartermaster Corps. He ignored amazement, disbelief, and certainly offered only the scantiest explanation. Instead, he demanded (and got, such was the force of his personality) two escorts, horses and food for an urgent trip to his home in Lexington. With Barbour still in tow, Jackson set out on the road to Charlottesville that very night. Rumor quickly spread that someone claiming to be "Stonewall" was around, but no officer who heard it put much stock in it. All had heard of Jackson's death from ranking commanders, and some had even attended Jackson's funeral. But who had actually been buried in that battlefield grave? Two orderlies had been sent to place the flag-wrapped body of Jackson in a pine box on that porch and dispatch it for burial. The two knew nothing of the fallen major with the missing arm laying there as well. And so it was that a Carolina major was buried instead. After the close of a battle such as Chancellorsville, with hundreds of dead and wounded and missing, with men separated from their units and some units already on the move, with soldiers pressed into service in unusual roles (such as orderlies), such mistakes are made. This one is certainly history's most famous.

For now, Jackson would leave it to others to unravel the sequence of events and actions surrounding his "death". He was simply, intensely concerned with but two missions: to let his beloved wife know he lived, and to rejoin (with fresh troops from the Valley) Lee's northern-moving army. From his viewpoint and insight of the enemy, the invasion of the North could well be the most important event of the century . . . and the crowning achievement of his military career. His instincts had seemed to serve him well-enough 'til now. He had been near death, weak from loss of blood, feverish with pneumonia, delirious when captured; he had returned. He had been given up for dead by his comrades and commended to the care of his God; he had returned. Deeply religious as Jackson was, it was not far-fetched to assume that he had been saved for some special task. Perhaps neither mind nor body were fully recovered, but his path was clear.

Jackson and his band of three left Culpepper Courthouse that April morning and reached Charlottesville around sundown. They found lodging near the parade ground along a stream bed north of Mr. Jefferson's University. They watered and fed the horses, were fed themselves by neighborly families of the university faculty, and bedded down in a small tavern. Students, hearing rumors of Jackson's presence, gathered there and asked details of the roused general about his survival, escape and mission. Not much was forthcoming. But Jackson did quietly explain that the most most critical campaign of the war was shaping up somewhere north of Harpers Ferry, that gallant Lee needed every loyal son of the South who could bear arms, ride a horse or carry a shovel. A dozen excited young men of 16 and 17, with a couple of older youths, in a boisterous meeting after Jackson had returned upstairs, resolved to ride with Jackson at dawn wherever he led. Others planned to follow after. This small group of hot-blooded youngsters would become the lieutenants in a newly-formed regiment; their destiny was to change history.

The next day they covered the 35 miles to Staunton before noon, spread behind Jackson like the staff they hoped to be. The dozen met acquaintances, and so proceeded to fill the officer ranks of companies and platoons. Friends, cousins and cooks, most under age, and a few over 50 years, were drawn in growing numbers to Jackson's entourage—in a region where it had been assumed that all the able-bodied were already in the fight.

After a brief rest, Jackson pushed on up the Valley parallel to the famed Blue Ridge and reached Lexington before sundown. After a joyous reunion with his wife and family and servants, who were without doubt incredulous and overwhelmed, Jackson spent a peaceful night renewing his strength and his soul. Early next day he visited the Virginia Military Institute, where a skeletal force had been preparing to march north and join Lee for the invasion of the North. A retired professor and an aged surgeon joined on this bright Sunday morning, almost literally the last men at the school. Church bells above a white-painted portico rang the rallying point, and after a brief service and dinner on the grounds, the small force rode out of Lexington to

join Jackson's fledgling command at Staunton. Thus was born the new "Shenandoah Brigade", with the famous "Stonewall" Jackson its commander. Saying goodbye to his home and family once more, he turned again to the war he knew he must win.

Jackson commanded the respect, heart and soul of the bravest young men and oldsters left behind by the first years of the long war. Now was their chance to prove their worth, and so they rode with him up the Valley, following a fluttering Stars & Bars and a ad-hoc band playing "Dixie". The poignant scene was replayed at Lexington and Staunton. They marched on through Harrisonburg, Rawley Springs and on to New Market. They marched on to Strasburg and Middletown. And all the while the news brought more young men from the farms and villages, to join this quiet one-armed general on his mission.

At Winchester, Jackson learned that Lee had passed through a week before, that Stuart's cavalry was off to the east. He heard that A.P. Hill had had a stiff encounter at Front Royal and withdrawn through the passes. The "Brigade" rested and replenished supplies for a half-day while its "commander" plotted his next move. With more complete information about the Confederate and Union movements, it is likely that he could have virtually read Lee's mind and offered his force to best advantage. But from the intelligence available, his brigade seemed to be about a week behind the rear guard. He had missed decisive action at Harpers Ferry, where Lee had sent forces to eliminate a strong garrison that threatened the entrance to the Shenandoah. But, having no better information, Jackson decided just to keep following Lee and so moved out towards Martinsburg and Hagerstown.

It demanded a certain daring from wily Jackson, this move into Union-held territory. His ill-mounted cavalry was unproven, with no experience in scouting or combat. He had but one officer with any first-hand knowledge of war, a retired veteran of the 1848 Mexican War who accompanied the new brigade and advised the young officers; but this fellow was hardly up to hard riding or dashing feats. When Jackson's boys reached Hagerstown, he halted again to consider matters, to finalize the organization, to forage and "purchase" supplies with Confederate IOUs from the surly population. Jackson sent out a reconnaissance party towards Chambersburg in Pennsylvania to attempt to make contact with Lee's army. By now he had come upon Southern stragglers and a few ill or wounded men. With fragmentary information from these friendly troops instead of unreliable gossip from civilians, Jackson and his staff began to piece together a picture of the Confederate advance.

General Lee, pushing on with his advance forces and flanking probes engaging in mere skirmishes only, had met no serious challenge. But Lee, as he turned toward the east, still had only fragmentary information himself on the relative strength and position of the enemy. He needed desperately to hear from JEB Stuart. Lee assumed that the Union army, after being scattered at Fredericksburg and Chancellorsville, had been reorganized and replenished into a well-equipped force of somewhat over 100000 to face his poorer-armed 60000; but this was based on scanty and questionable reports. As usual, Lee's men had only honor, duty and necessity to overcome the odds; but unlike usual, Lee now apparently didn't have a town or specific area in mind where he intended to meet the northern Army.

General Meade took command of the Union Army at Frederick, Maryland. Lee knew of the change in command of Meade's army, but was uncertain of the exact location of Meade's army because Stuart's cavalry had departed from Brandy Station on 25 June and had not been heard from since. Meade too was in the dark, still settling into his new responsibility, and unsure of his enemy's presence and desire. So it

fell out that elements of both armies were converging on Gettysburg, with neither commander intending or desiring an engagement there. But the improbable, as it turns out, happened. The Federal cavalry of John Buford, riding in advance of the main body of the Army of the Potomac, occupied Gettysburg from the south on 30 June 1863. He surveyed the situation, and positioned dismounted troopers north and west of town along the Seminary Ridge, site of the Lutheran school. Soon, a foraging party from Harry Heth's division, looking for a rumored stockpile of shoes, made contact. Advance units of Hill and Reynolds were alerted, as the initial sporadic firing began as the war's most important battle began.

Lee came upon the field about 2:00 PM on the next day, after General Heth had marched his force in and launched an organized assault. Hard fighting ensued, and Heth was repulsed. Reynolds arrived, and was almost instantly killed. It had been a busy morning, not without its successes, but Lee was on the verge of making his withdrawal when news was brought of General Ewell's corps striking south towards the town at precisely the point Lee himself would have chosen. While the Federals had occupied the town first, Confederate action had driven them out by nightfall.

Lee could now anticipate that a full-scale battle would develop, unless he chose to pull back and continue northward. But that would leave strategic Gettysburg, with its dozen main roads, in the hands of the enemy behind him. His men held fairly good positions, although the Yankees were busily reinforcing the high ground to the south along Cemetery Ridge. The Rebels themselves controlled the high ground of Seminary Ridge, the town, and ten of the main roads and the only railroad that converged on it. His army, if it held Gettysburg, occupied the strategic hub of a region perhaps 60 miles across. Lee studied the terrain, the enemy, and his own positions and strength carefully. He anticipated that he would have slightly greater numbers (45-50,000) for about one day until Meade brought up the full, ponderous weight of his horde. Lee decided to stay and fight, but he knew that he must strike immediately.

Shortly after Lee returned to his headquarters, an old farmhouse west of town near the end of Seminary Ridge, to call a council of his officers, a young lieutenant in command of a dusty, weary band of teenage cavalrymen reined in and asked to speak to the commander of the Army of Northern Virginia. Without any preliminaries, he blurted, "Sir, General Jackson lives and is well and leads a light brigade along the Hagerstown Road, seven miles southwest of here." For a moment or two, Lee must have stared increduously, lips parted and eyes narrowed in skepticism. He had heard fragments of rumors, but dismissed them as wishful thinking—about all the Confederacy had left.

"Are you sure, boy?"

"Yes, sir. We've just come from him."

Lee calmly gazed at the distant ridges, and muttered silently to himself. He immediately ordered the young officer back to Jackson, with the command that the general move up the Hagerstown Road to be met by Lee. Still afraid to believe the truth, Lee could not yet stop his military mind from racing ahead to plan for tomorrow. He considered all the day's reports from the field, evaluated the positions held by Hill and Ewell, calculated when Longstreet would be up, made assumptions on the Union deployment and timetable. Then he indulgently allowed his thoughts to turn to this new, unproven element—the perfect complement to his plans, and considered the heroic boost to morale that would surely sweep the entire army with Jackson's appearance on the field. He summoned Hill and Ewell to his side, to hear of the military opportunity of a lifetime, ordering them to be present when he returned.

Lee, with his chief of staff W.H. Taylor and two squads of cavalry, set out down the Hagerstown Road to meet Jackson. It can only be conjecture as to their thoughts when the two best field commanders of the war met. Reports are that they dismounted, saluted, shook hands, and then embraced. The gleam in their eyes certainly betrayed their feelings, but their voice and manner had to be that of commanders preparing for battle. Lee and Jackson briefly discussed the essential facts of Jackson's "death", recovery, escape. Of more concern was Jackson's new brigade, made up of youngsters and "old" men. Jackson informed Lee that the main body was following about an hour behind him, and that there were still several hours of darkness remaining. He could carry out whatever plan Lee could envision, for he had full faith in his boys from the Valley. Lee recounted to Jackson, in turn, how his units had arrived on the field and the course of events on this first day of July. Jackson made arrangements for some of his staff to bring his command to a campsite within a mile of the "peach orchard", and then turned his sorrel to follow Lee back to the headquarters.

Hill and Ewell were awaiting Lee there, and made a joyful if restrained reunion with the compatriot they believed dead. They quickly moved on to report on the day's gains in territory and losses in men. When asked, the three—with Jackson surprisingly reticent—respectfully offered their opinions and advice; but all waited for the "Grey Fox" to reveal his thoughts. As if he had had a month to marshall the facts and craft a strategy, as if he were undistracted by Jackson's return from the dead and his own discomfort (some say he was ill that day), Lee offered what would become the most famous and most studied of battle plans in American history. And it was gloriously simple. Ewell would hold his positions with early, while Johnson would move east and south to turn the enemy's flank and take higher ground from which to challenge Culp Hill. Jackson would, two hours before dawn, move his brigade parallel to the Emmitsburg Road. His troops would circle round the "peach orchard" and Devil's Den, and occupy the western slopes of the Roundtops. By dawn, they should threaten Howard's rear and all the enemy reinforcements moving along the Taneytown Road. All Jackson's young soldiers need do then would be to hold their ground. Lee dismissed his three to their commands, and lay himself down for a couple of hours rest.

In the pre-dawn mists, the men of Jackson's new Shenandoah Brigade were eager to live up to his tradition of marching through the night and attacking at dawn. Jackson's brigade was augmented with some horse artillery and elements of Longstreet's corps, which had been located the night before. The remainder of Longstreet's command, not yet on the field, would act as reserve. The opportunities of this day would not tolerate a slow, deliberate consolidation of strength. Jackson was determined to fulfill his God-given destiny, to save the Confederacy, and fully believed that what was planned was possible. And he transmitted that unshakeable belief to his officers, most of whom had labored through the night preparing for coming combat. When dawn broke, Jackson had about a 1000 troops poised above the Taneytown Road, with another 8000 men and some artillery behind them, and with Longstreet's promise of reinforcements on the way.

With skirmish lines in front, the young soldiers moved with some silence ahead toward the positions Jackson wanted. He held them back momentarily at Little Roundtop, detailing some of his force to set up a defense of the crest there. As the sky lit with the rising sun, the general moved his force along the south end of the ridge and down the eastern slopes to the edge of the woods there, giving them a fine field of fire across the Taneytown Road below.

Not more than a half-mile to the southeast of Little Roundtop, the lead elements of a sizable force of the Union II Corps (Caldwell's and Gibbon's divisions) had the night before camped along the road. Likely, surmised Jackson, they had force-marched through the day and early night, and so collapsed beside the road sometime after darkness fell. Now they were stirring and preparing to march to reinforce Howard, apparently without campfires or breakfast this morning (or the night before). Jackson watched clinically as the blue-jacketed calvary took their place at the head of the column. There was little dust yet because of the dew, and he could easily make out what appeared to be several thousand infantrymen, with artillery scattered among the columns.

As the Union column moved within 300 yards, Jackson issued last minute orders and encouragement to his teenage lieutenants. On the enemy came, regimental colors and commanders to the front. Jackson was trying to judge when this grand little parade, stretched out for almost a mile along the road, would be roughly parallel to his position in the woods. Such delicious excitement and anticipation in war is rare. Now, he paused momentarily to glance at the young boys nearby. As the first of the Federal artillery appeared at close range, Jackson signaled a colonel, who dropped his upraised hand. Within seconds, the wooded slope was ablaze with every mismatched musket and rifle firing as fast as the Confederates could load and pick a target. Jackson signaled a second line of infantry to move up. His two artillery pieces that had kept pace in the dark and not met with mishap roared and smoked. Dozens of Federals fell in the first instant. A general in the forefront (Gibbon?) tried to rally his men and rose in the stirrups to motion towards Gettysburg before he was cut down. Men and horses fell in tangled masses.

Some wagons formed a line of debris, the teams cut down in their traces. Survivors of the first volley, and a considerable number of Union troops from the latter part of the column, took up positions there and returned fire toward the ridge. In such close proximity, losses mounted quickly for both sides. But the road had been blocked, and quite a few Yankees had been routed. The closest of Meade's reinforcements had been halted and pinned down, many of the troops fled or dead. As more Confederates arrived, among them experienced men from Longstreet's corps, Jackson calmly ordered them into favorable positions to defend his right flank against whatever might come up the road.

Meanwhile, Ewell had launched his own attack from the north around 7:00 AM, sending Johnson to turn the flank. Word of Jackson's return had spread like wildfire among the troops, bringing them a sense of invincibility—something their officers did nothing to discourage. The Yankees, all unaware of the momentous events of the night in the opposing camp, had spent the hours growing together simple field fortifications. But as word of Jackson's force blocking the Taneytown Road reached him, Meade was shaken. With Johnson's attack, panic could to rip his army apart. Steinwehr's division was in position behind stone fences on the left, and the XI Corps remained relatively intact. Cemetery Hill seemed secure, as did Culp's. Slocum was positioned to protect the right. But he didn't relish the idea of the defensive battle that was developing, especially as it seemed his far left flank had been turned.

Jackson looked down on the bodies and debris strewn along the road. Some 4000 disorganized Union troops still faced him, however. As Jackson continued to strengthen his right flank, another sizable force came up Taneytown Road, halting when they came upon the wounded streaming back. General Hays signaled his regiments to disperse, spreading them across the road and field.

Meade faced an enormous dilemma. With the long shadow of an impatient President Lincoln cast over him and a horde of howling Congressmen and newsmen ever ready to attack him in Washington, he had to choose between bringing all his reinforcements forward into what he sensed could be a deadly trap, or withdrawing what he could, leaving isolated units on the field to fight on or surrender to overwhelming numbers. With the Taneytown Road blocked, the only line of retreat lay down the Baltimore Pike. His instincts as a commander told him to retreat and recoup. His instincts as a "scrapper" told him to advance and fight. The latter proved stronger.

Meade sent word to General Sickles, who had followed Howard onto the field, to execute a flanking movement to the left to reach high ground. Across Rock Creek, Sickles men emerged from the shelter of the woods, near the foot of a peanut-shaped, enlongated projection south of Big Roundtop. But this was to be Longstreet's moment to shine. He had positioned Hood's Texans on the high ground, and when the men of Birney's division appeared they met a pounding enfilade of artillery and withering rifle fire. The Yankees, never short on courage, continued to push upstream toward Big Roundtop under withering fire. By noon, Sickles had lost nearly a third of his force, did not have the strength (so he felt) to storm the hill, and did not see much prospect of success in continuing to push southwest. Meade allowed him to simply hold his ground.

Meanwhile, Meade was desperately seeking a way to take command of his confused army and form a perimeter of some sort. It seemed impossible to bring reinforcements north on Taneytown Road under Jackson's guns, so the commanders marching east and north towards Gettysburg were ordered along back roads to attempt to rendezvous with Slocum's divisions on the Baltimore Pike. Meade himself rode back along the Pike around noon to confer with Slocum, relocating his headquarters to a relatively secure position.

The Army of Northern Virginia was moving on all fronts. Heth (Hill's corps) and Rodes and Early and Johnson had managed to surround Hancock's battered command on three sides. Lee (ignoring Hill's protests) then sent Pender's division to storm Cemetery Hill, threatening Howard's rear. Ewell, after a brief conference with his division commanders near where the Hanover Road entered the town, simultaneously ordered his men to advance. But Ewell's forces faced a formidable task in storming these heights. They probed the slopes with skirmishers, always facing stout fences and stone walls well defended by the Yankees. By 9:00 AM, and showing a marked lack of zeal, they had edged only halfway up the slopes of Culp's Hill under heavy fire with considerable casualties among the skirmishers. The Union XI Corps was in a tough position, its commander anxiously awaiting word from his superior on retreat or arrival of reinforcements, but thus far Howard had held his ground.

By 10:00 AM, Lee could see that the battle was unfolding as he'd hoped. But he decided to strengthen the attack at the point he judged most likely to break the enemy force apart. He remembered the battles in which Longstreet had been painfully slow to move forward. McLaw's men had just moved into position behind Jackson and were preparing defensive positions there. Hood's division was already engaged against a Union thrust. Pickett was still marching up the Chambersburg Pike. No choice really. Lee had a powerful offensive underway that presented a grand opportunity to sweep the enemy from the field. He must detach McLaw's division from Longstreet, passing command of it to Jackson with orders to carry the day.

Lee left his headquarters and rode Seminary Ridge south until about a mile west of Cemetery Hill, which offered a commanding view of that part of the battlefield. Even as the fight began in earnest

on the lower slopes of Cemetery Ridge, Lee summoned Jackson and Longstreet to meet with him at this point (near where the fine statue of Lee donated by the CSA now stands in the National Park). Jackson and Lee both abandoned some of their stoic calm to show pleasure in meeting on what might prove to be historic ground. With Stuart's cavalry still not upon the field—indeed, no one was quite sure where Stuart was this 2nd day of July—Lee asked Jackson for his assessment. Jackson, so the story goes, stared about, looked to Longstreet for support, then threw up his remaining arm to point at Cemetery Ridge and shout, "General, we must strike them a blow there!"

At this point word came that lead elements of a new Union corps (actually, the lead elements of Sykes' moving into position) were arriving on the field. It seems that this message stiffened Lee's resolve. "So be it, and may God favor us." With those words, Lee set his homeland on its path to independence. The three generals rapidly agreed on plans to execute a final blow against the Union army. All of Ewell's forces up against Howard would unleash, with all their remaining ammunition, an intensive artillery bombardment. This was to be followed by a great infantry charge. Lee detached McLaws division from the famous 1st Corps, diplomatically explaining to Longstreet that he must conserve his other two divisions to form a powerful reserve. Hood was to push back Sickles if possible, but not risk overextending the line. Pender's men of Hill's corps were to intensify their pressure on Cemetery Hill, Heth's division joining them and Anderson's held in reserve. With McLaws' men and his own, Jackson was to form up near the "little clump of trees there", storm north along the ridge, and sweep Howard and the arriving Sykes away off the hill. Dispatching his most trusted lieutenants back to their commands to prepare, Lee sent off orders to Ewell and Hill.

Cemetery Hill itself was held, at this moment, by a motley collection of units. Lead elements of Sykes command were moving into position, and some artillery batteries had been there throughout the night, stiffened by two regiments from Steinwehr's division. But against the storm that was about to break, hit front and flank even as attacks to the north precluded rapid reinforcement, this was hardly enough. Yet, these men would for a moment rest at the crux of history.

It was an extremely sultry day at Gettysburg. The sun hung high in the sky at 2:10 PM, laying sapping heat down on this gathering of some 100000 men met to settle the issues that had festered for decades. The troops were sweltering in their wool and cotton, some already limp with heat prostration. At that minute—1410 hours on 2 July 1863—Ewell's cannon spouted fire. The slopes and tops of Cemetery and Culp reverberated with the echoes. The Confederate and Union soldiers still sniping at each other down on the Taneytown road heard it clearly, as did Hood's and Birney's men astride Rock Creek. Some of A.P. Hill's batteries joined in. For some twenty minutes, ball and shell filled the air as the massed batteries of the Confederacy threw all that could be at the enemy on the hilltops overlooking the town.

Then the guns all fell silent.

And the grey lines began to move forward.

General Jubal Early rose in his stirrups, waving his hat, followed his troops up the slope, urging them on until a group of his men surrounded him, grabbing the bridle and forced him back. Rhodes, on foot, led his men uphill on Early's right flank, while Johnson's boys rose from among the rocks on Culp's Hill and scrambled towards the top. Casualties were horrendous for all three divisions, and Johnson's push soon petered out. But events elsewhere would decide this battle.

Jackson and A.P. Hill rendezvoused briefly as the

cannonade began. The troops were in position. The regiments under Pender and Heth were among the grain and trees to the west; McLaws' division and what elements of the "Shenandoah" brigade that could be spared from the Roundtop and Taneytown Road fight (which had pretty much died down to mere skirmishing) were lined up astride the southern end of Cemetery Ridge. Horse artillery was interspersed to provide some quick support if necessary. Today, Jackson momentarily enjoyed the advantage of numbers, no matter how small, at the point he planned to attack. He had unthreatened flanks, a strong center, and troops enough for three waves of attack. If he could take the hill ahead, the battle would be his victory as much as Lee's.

A breathless young lieutenant ran up, saluted and reported that the Hill estimated that there were probably two or three thousand Yankees behind low stone walls between his position and the top. But with a concentrated artillery bombardment, and the resolution of his men, he could break through. "Tell Jackson, I'll meet him at the top." Jackson thanked the young man and sent him back to Hill with the hope that they would all be able to meet there, and as he turned to give his own orders to the several colonels and lieutenants gathered around, he could hear the Confederate batteries open up. Then, from the west where Pender's and Heth's men charged came the faint sounds of the infamous Rebel yell. Jackson gave the command, and the veterans of McLaws division stepped off.

Jackson insisted on being in the second rank of the Confederates, riding on the left of the "Shenandoah" brigade, steadying them by his mere presence. The young soldiers were certainly nervous. Firing from cover at an unsuspecting enemy column was one thing; charging over open ground toward a hilltop wreathed in smoke and the awful sounds of battle was another. But this man whom they'd followed from Virginia seemed unaffected by the sight of Confederate dead (they had come upon the first of McLaws' fallen, where one regiment of Sykes had turned to face the charge). Now they were passing through the positions of some horse artillery, unlimbered to support the front wave and left behind as the horses were killed. And over here, a group of dead and wounded in dusty grey, cut down by cannister. They couldn't make sense of what was happening ahead, but so long as Jackson continued forward, the "Shenandoah" would keep pace.

Jackson himself looked grim to the two lieutenants at his side, who served as dispatch riders. Near a barn, where obviously McLaws assault had swept over a small pocket of some shattered Union regiment, a third rider approached, bringing news from Hill that he was near the top. The general's party halted and as Jackson turned in the saddle, awkwardly maintaining his balance by leaning to one side while reaching for the note, a single musket shot echoed above all the others. Jackson pitched from his horse, a sorrel mare liberated from some farmer in Maryland. A single minnie-ball had pierced his hat, and slammed—half-spent—into his forehead.

Bleeding from mouth, nose and ear, Jackson was unconscious. But far worse, in the fall from his mount, he seemingly struck his head against one of the many rocks that littered this area of Pennsylvania. More concerned with the obvious injury, the bullet wound, the young men who gathered round did not notice the blood seeping from the crushed portion of the back of Jackson's skull. Not that it would have made much difference if they had; medical help was unavailable and Jackson too badly injured. He died a few minutes later, having never regained consciousness. The lieutenants carried him within the barn, fearing the impact news of his death might have on the teenaged soldiers of his command.

Meanwhile, heavy fighting, now hand-to-hand was raging. Hundreds of Confederates had fallen (it is estimated that between 1200 and 1500 fell on

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For those players who wish yet another option, should they wish to recreate this fictional account of Jackson's sudden arrival to turn the course of the Battle of Gettysburg, institute the following rules for GETTYSBURG '88:

1. Add a 5-5 (3-5 reversed) Confederate infantry unit named "Shenandoah" to the game, entering on Turn 8 on Hex M1. This unit is part of no corps and hence may only be controlled by Jackson or Lee.

2. Add the leader counter "Jackson" to the game, entering on Turn 8 on Hex M1. Like Lee, he may command and allow the stacking of any units of the Confederate forces.

3. Finally, on Turn 9, all Confederate combats enjoy a +1 modifier automatically, to simulate the spread of the news of Jackson's return.

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the slopes of Cemetery Hill) reaching the Union lines. Now they took their revenge as it became a battle of rifle butt and bayonet. The troops of Heth and Pender had suffered particularly stiff losses as they assaulted frontally. Much less damaged was McLaws division, and it was McLaws men and the young Virginians who carried the day. The Confederate numbers told the tale, as the shattered Union regiments on Cemetery Hill were overrun. Union gunners abandoned their artillery pieces, color bearers tried to escape to the northeast, blue-jacketed officers stood their ground trying to rally their troops and died where they stood. There was no question of Yankee valour, but within minutes the hilltop was in Confederate hands as the remnants of five Union regiments were routed. Even as isolated groups of a few enemy soldiers were still being overwhelmed, Rhodes and McLaws clasped each other's hands near the gatehouse at some point between five and six o'clock.

Word went back to Lee that Cemetery Hill was captured. The generals there set about bringing order to their ranks. Enemy cannon were still hot, and could have been turned to other tasks; but time was short, horses were scarce, and it appeared that Culp's Hill would not be taken this day in any case. For while Early swung his lines to face it, it was being reinforced from troops moving up along the Baltimore Pike. Johnson's men had come close, but had been repulsed and fled back down the slope. Orders went to Hood to push hard against the Yankees before him (Birney's command), who were truly trapped by the collapse of the Union center. Anderson, in reserve, was ordered to push across the Taneytown Road, past the positions held by elements of the "Shenandoah" brigade. But, weary and worn from the heat and fighting, most of the commanders on Cemetery Hill agreed that nothing much could be accomplished further this day.

Meade, meanwhile, faced disaster squarely. He had learned that Stuart's cavalry, which had already wreaked havoc on a supply train, was approaching from the east—skirmishing in Hanover. With the center shattered, he now had no option but to retreat. And the only path open was down the Baltimore Pike. Sedgewick was near, with the largest corps; he sent orders to him to Taneytown to form a line of defense. Meade ordered troops, part of the V Corps and the artillery reserve, to the support of Culp's Hill, which must be held to cover the retreat. He ordered his cavalry to block Stuart and keep him from interfering. And he advised all his remaining officers that they were to ready themselves for a night withdrawal.

As the day waned, the last acts were played out— the destruction of Birney's division among the rocks and trees south of Cemetery Ridge, and the advance by Anderson pushing back the disorganized Union

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troops at the Taneytown block. Union commanders, some shouldering new responsibilities as the result of losses this day, began the long retreat. Union units pulled out of the line in the darkness, stumbling into column and moving off toward the Baltimore Pike. Lee's army, meanwhile, settled into camp. Some gathered parts of shattered rail fences or pulled boards off barns to make campfires; others sought friends among the dead and wounded that lay on the ground. Some had dinner; some had sorrow.

In a staff meeting that night, Lee presented his plans. The enemy must be pursued. The Confederacy had again won a great battle—but this time they had the chance to win the war. He had not sought this fight at Gettysburg, but had won it and planned to exploit it. Jackson would have wanted this. Lee and his generals spent several hours charting the course they would take to seize the opportunity he had given them.

Lee had approached the field of battle with some 50000 men and lost 13000 in taking it. Meade lost 35000 dead, wounded, missing, scattered and captured—the worst defeat to befall the Army of the Potomac since the opening days of this civil war. If a few movements and a few hours could have been altered, if Union forces had occupied the Roundtop on the first night instead of Jackson's boys, if the center could have been reinforced by the troops moving up the Taneytown Road, if warning had come of the approach of Jackson's brigade from Hagerstown . . . Meade might have had the 90000 men of his army in strong defensive positions to face Lee. The hinge of fate had turned, and the hopes of the newest Union general shattered at the blows.

As morning broke, Meade first thought of the immediate defenses. The Confederates would surely pursue. Sedgewick was by now dug in near Taneytown. Perhaps he could withdraw to the south of Westminister, leaving Sedgewick to act as rear guard. Then he might be able to gather strength to set up the "impregnable" defense of Washington in a perimeter of 15-20 mile radius that Congress would demand when word reached them of the defeat. As Meade and his beaten army moved back, they passed through Sedgewick's well-laid defenses north of Taneytown; Meade ordered him to follow after, acting as rear-guard. And word of the defeat spread through the countryside. Meade entertained fleeting thoughts of moving to protect Baltimore and the coastal routes, but knew he could not escape the anticipated wrath of an angry President and jittery howl of Washington politicians. The capital must be protected.

Longstreet departed Gettysburg with his corps on the morning of the 3rd. His assignment was to pursue with vigor the defeated Meade, and demonstrate such that the enemy were to see that the Rebel army planned to march on Washington. Elements of Stuart's command, which had finally arrived, were ordered in support, ranging ahead to harass and destroy straggling units and spread confusion and consternation among the civilian population. As Longstreet neared the city, the cavalry were to turn and race for Baltimore.

The rest of Lee's Army of Northern Virginia would rest for the 3rd and 4th, clearing the field of wounded and captured equipment. Then, while Ewell's battered corps moved southward back into Virginia, Lee with Hill moved on Baltimore, following Longstreet down toward Westminister, but two days march behind. Lee had come to the barn where Jackson's body rested, virtually in state, guarded by the boys from the Shenandoah Valley who had followed him into his last battle. Lee, assured that he was this time truly dead, gave orders for the young soldiers to bear the body back to the Valley and oversee his burial with all honors. Talk of laying his body beside the Baltimore Pike on the
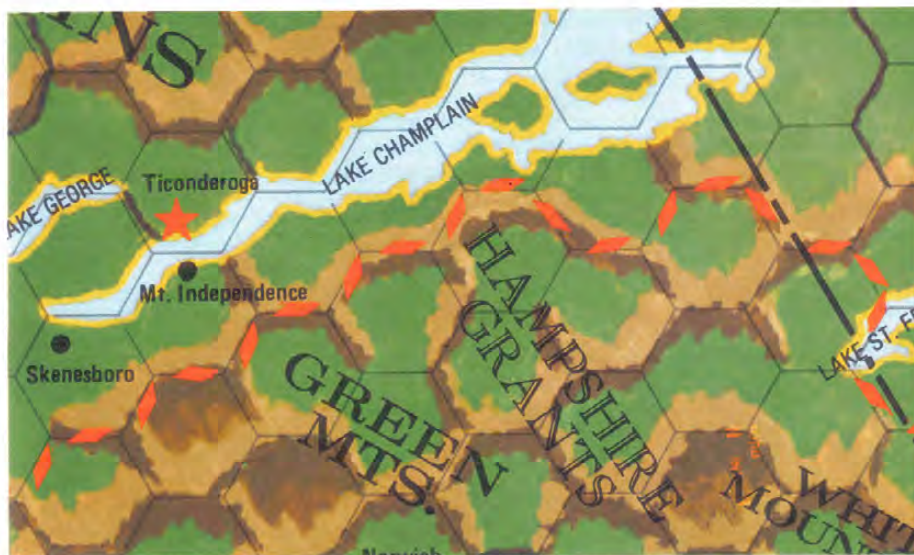
REDCOAT ADVANCE
The British in 1776
By Scott Hess

I have played *1776* for the better part of three years now, and have picked up many tips on the usual and not-so-usual strategies and the use of particular units to carry them out. I especially enjoy playing the English because they have the difficult responsibility of controlling the pace of the game. The *1776* game system encourages fast and non-standard play, but I will put forth some standard strategies and analyses. I know that many may disagree with some of my thoughts; I am not claiming that these are the ''best'' strategic approaches, but I have yet to realize any better ones. In the case of the reader finding some, I look forward to seeing your article in The *GENERAL*.

THE ARMY OF HIS MAJESTY KING GEORGE III

The British Army during the Revolutionary War was a fearsomely well-equipped and trained force for the linear fighting going on in Europe during this era. The Continental Army discovered this early in the war, at Lexington and Bunker Hill and Long Island. The main disadvantage of the Royal Army lay in its rigidity, an inability to adjust to the Indian-style tactics of the American irregulars. The shiny red uniforms certainly didn't help them, although the myth of clever Americans standing behind trees and picking off stupid Englishmen merching in straight lines in the open is taking it a bit too far. In actuality, the Americans adjusted their tactics to the open terrain along the coast while the British adjusted their tactics to the forested interior. Eventually both sides came to be fairly evenly matched in so far as tactics went. What was probably the deciding factor for the course of the Revolutionary War was the slow deliberateness of the majority of the British commanders (with the notable exception of Cornwallis). Their ineptness did not, however, reflect on the quality of the troops under their command.

British Regulars. These troops are the cream of the crop for the English Army in *1776*. In fact, these units form the core. They should be moved in large formations, maximizing the advantage of concentration. They are particularly useful in stand-up battles along the coast, especially against enemy militia. The large stacks of Regulars you put together should never attack at less than 3-2 odds.

Tory Militia. These units are fairly rare, with never more than 25 factors in action at any one time. As an average, there will be 15 or so factors at the beginning of each quarter. What Tory units you do receive are very useful to have—able to absorb casualties when stacked with Regulars, and able to hunt down lone American SP at their own speed. An interesting ploy is to use them in conjunction with Indians to raise hell in the Adirondack and Catskill mountains.

Tory Dragoons. These units run double the cost of normal militia, so they should be built in the wide open stretches of the South where they can be employed to best measure. They are particularly useful for chasing down enemy forces that attempt to escape into the mountains, but should be used in small stacks and not risked unduly in low-odds attacks. They can be used to rush around a flank and threaten non-combat units or objectives in the rear. And last, but not least, they can be used to prevent enemy dragoons from doing the same things. The dragoons should never be confined to a static role, but should always be used with flair and dash to bedevil a complacent enemy.

Artillery. These are the slowest of all English combat units—with a movement factor of ''5''. Obviously, these are best suited for static defense of key points. Don't try to use them to spearhead offensives or search-and-destroy sweeps, which tend to demand speed and maneuverability. The artillery units are best used to fortify exposed places along your lines, or to reinforce such spots. Be sure to keep a couple around, however, to help dig the enemy out of entrenchments or fortifications.

Supply. The British player in *1776* usually has enough of these to carry on any campaign with an almost totally supplied force. Because of this, supply units should be spent lavishly to force the enemy into a position where he must make the difficult choice of expending more of his dwindling stock of supplies (the Americans have much less) or of fighting at half-strength. A notable exception to this usually happy state of supply for the British is the first year of the Campaign Game. In this period,

these precious units should be jealously horded with the biggest and most important stacks of units.

Magazines. These can be very useful in an area where there are several important towns within a small radius, or one crucial large city in need of constant defense. One of the most useful advantages of these units is that they are never expended in combat. But these must be garrisoned, always, against raids by fast-moving horsemen or militia. Lastly, magazines are of no value if there is no fighting in the area, so unless experiencing a temporary lull they should be exchanged for mobile supply units.

Indians. The Indian SP are definitely of limited value in *1776*. These are always the first British troops taken as losses; they have no replacements nor reinforcements available to make good these losses; and they behave like militia in combat. They can, however, tie down valuable enemy units just by being capable of coming out of the mountains to seize valuable objectives.

Fortifications. Since these double the strength of any combat units, they can be quite useful in exposed positions. Forts are indicative, however, of the static sort of defense that the British player wants to avoid in *1776*. Too, another factor limits the building of forts willy-nilly: the high cost to build them and the garrison with supply to insure that the Americans don't turn them to their own ends.
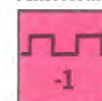
Entrenchments. Entrenchments are generally a good thing to have around, providing an extra defense modifier. Since there is no harm in entrenching, all stacks which could be attacked should entrench (unless, that is, the enemy contains a superiority of artillery SP within striking range).

A BRITISH LOOK AT CHARTS AND TABLES

The Combat Results Table (CRT) is basically but a repetition of the old maxim of warfare that a 3-1 ratio must be retained to have success in battle. The British Army in this game can, however, fight a 2-1 battle safely as it is rare for the enemy to have a

modifier of "4" on the die roll—and rarer still for a "1" to be rolled on such occasions. Large stacks of British should, however, refrain from attacking at 1-1 odds unless absolutely necessary, as the chances for a disastrous AE or half-AE rise dramatically. Table #1 below shows the probability of results favoring the attacker, favoring the defender, or favoring neither. A "No Effect" result is assumed to favor neither side, although in terms of the actual game situation at any given point it could favor one or the other strategically. The chart is based on straight die rolls, without interference from the Tactical Cards.

Chart #1

Odds	1-3	1-2	1-1	3-2	2-1	3-1	4-1
Favoring Attacker:	0%	17%	33%	50%	66%	83%	100%
Favoring Defender:	66%	50%	33%	17%	17%	0%	0%
Favoring Neither:	33%	33%	33%	33%	17%	17%	0%

Ultimately, the Tactical Card chosen depends on both the personality of the player and the nature of the situation at the moment. In battles between equal or near-equal forces, more conservative cards should be used—although a "Frontal Assault" can sometimes inflict heavy losses on a withdrawing enemy. As the odds become more in your favor, more "dangerous" cards can be used, as the devastating effects of misjudgement lessen. And, last but not least, only use the "Withdrawal" when it is unexpected, as this maneuver can have catastrophic results if guessed by your opponent.

The Fleet Engagement Chart below proves that the attacking force has a much better chance of winning a sea battle than the defending one. However, the high percentage of "No Effect" results gives the initial defender a crack at being the attacker the next turn is he so desires. Upon entry of the French fleets, the British player will have to carefully consider the following percentages, for victory is incumbant upon his defeat of the French at sea to allow him command of the coastlines.

Chart #2

SP Diff	−1	0	+1	+2	+3	+4
Favoring Attacker:	17%	17%	33%	50%	66%	83%
Favoring Defender:	17%	0%	0%	0%	0%	0%
Favoring Neither:	66%	83%	66%	50%	33%	17%

Forced Marching can often be a decisive factor in the game. Such marches do have the disadvantage, however, that only combat units can undertake them. This restriction necessitates the use of forced marches only when there are no large enemy armies within reach. Otherwise, you could be could without the many supporting units that give the advantage to British operations (like supply). One common trick for the Rebels to be on the watch for is the forced march of enemy units into strategic towns on the last turn of a scenario or just before a quarter ends during the campaign; the British player is often forced to garrison points that could normally be left to their own devices. Chart #3 displays the probability of certain results on the Forced March Table in the game.

Chart #3

MP Attempted	1	2	3	4	5	6	7
All MP Received:	66%	50%	33%	33%	33%	17%	17%
Some MP Received:	0%	17%	17%	17%	17%	33%	33%
No MP Received:	33%	33%	50%	50%	50%	50%	50%

(*Note*: With 4-7 MP attempted, if only some are received, one-half of the army may be eliminated.)

But, after all is said and done, the most important factor in the game are the forces facing each other—the on-board units which the players must use to win. The fourth chart displays the SP available (as well as supply units) for select turns in the four Advanced Game scenarios. This does not, of course, reflect any losses the combatants may have incurred, but merely the potential total that could be in play.

Chart #4

Scenario #1:

Turn	Nationality	REG	MIL	DRAG	ART	SU
1	British:	3	3	0	1	1
	American:	0	7	0	1	1
2	British:	3	4	0	1	1
	American:	0	9	0	1	2
3	British:	3	5	0	1	1
	American:	0	11	0	1	3
4	British:	3	6	0	1	1
	American:	0	13	0	1	3
5	British:	3	8	0	1	2
	American:	0	14	0	1	4
6	British:	3	9	0	1	2
	American:	0	14	0	1	4

Scenario #2:

Turn	Nationality	REG	MIL	DRAG	ART	SU
1	British:	51	1	0	3	3
	American:	15	9	0	2	3
2	British:	51	1	0	3	4
	American:	15	11	0	2	3
3	British:	52	2	0	3	5
	American:	17	11	0	2	3
4	British:	52	2	0	3	5
	American:	23	15	0	2	4
5	British:	52	2	0	3	5
	American:	29	15	0	2	5
6	British:	53	2	0	3	6
	American:	29	19	0	2	5

Scenario #3:

Turn	Nationality	REG	MIL	DRAG	ART	SU
1	British:	14	3	2	0	1
	American:	5	9	1	0	1
4	British:	14	3	2	0	2
	American:	7	9	1	0	2

Scenario #4:

Turn	Nationality	REG	MIL	DRAG	ART	SU
1	British:	2	1	0	0	1
	American:	3	1	0	0	1
2	British:	7	1	0	2	1
	American:	3	1	0	0	1
3	British:	7	1	0	2	2
	American:	3	3	0	0	1
4	British:	13	1	0	2	2
	American:	6	3	0	0	2
5	British:	13	1	0	2	2
	American:	6	5	0	0	2
7	British:	13	1	0	2	3
	American:	27	7	0	2	3
8	British:	13	1	0	2	3
	American:	27	7	0	2	4
9	British:	23	1	0	2	4
	American:	21	7	0	1	4

REG = Regulars
MIL = Militia (and Indians)
DRAG = Dragoons
ART = Artillery
SU = Supply Units

BRITISH STRATEGY

With an appreciation of the rules, and some idea of the capability and size of the forces involved, the British player must formulate a strategy that emphasizes his advantages. While no strategy is foolproof, and luck will always be a factor, there are some generalizations that can be made.

In Scenario #1, *Invasion of Canada 1775*, the British player must be very careful in his use of decoys and inverted units, especially as it is the only scenario in which he has this particular advantage. Single factor counters can make weak stacks look strong, and high-factor counters can conversely make strong ones look weak. Sending some decoys out can attract attention away from your main forces, such as they are. The British should abandon Montreal and immediately cash in their magazines for supply units. One Regular SP should be shipped to Quebec to preserve the modifier of +1 there. The supply can either go to St. Johns to stiffen the resistance there and so buy time (assuming that the supply received on Turn 5 will arrive in time to save Quebec), or to Quebec itself. If the second option is taken, then most extra troops (maybe all) should move directly to Quebec to make the last stand, which will determine whether you are victorious or not. Needless-to-say, it would not be wise to fight any major battles in open terrain since this merely gives the Americans full benefit of their numerical superiority; position your units with care to avoid such embarrassment. And, counterattacks by the British usually prove fruitless, so hold to the last man! I have always found this a rather mundane scenario for the British player, often determined by one or two die rolls. A training exercise only, recommended for the novice player of *1776*.

In Scenario #2, *Saratoga Campaign 1777*, we Anglophiles start to have some fun. The British must strike quickly and without warning to win. On the first turn and afterwards, the British player must coordinate his three-pronged advance with care. On the first turn, 20 SP, along with supply and artillery units, should overwhelm West Point. This strengthens the flank against the Morristown army. The rest of the force which started in New York should take Fort Constitution. If the Morristown army moves into New York behind you, it can be annihilated at 3-1 odds. No attacks on Ticonderoga should be made, since there will be only a 50% chance of getting enough factors in for a 3-2 attack (which, as we've seen above, isn't all that hot anyway). On the second turn of this scenario, the British player must make the decision of which of two strategies he will pursue. He will choose a southern strategy (which concentrates on seizing all strategic cities south of Stanwix) or a northern strategy (which leaves on Philadelphia under American control). The former renders the enemy Albany army larger useless, while the latter leaves the Morristown army out of serious combat. Whichever is selected, the British player must strike fast, and beware of the various tricks concerning decoys and inverted units he himself employed in the previous scenario.

Greene's Southern Campaign (Scenario #3) is my favorite because it provides so many divergent strategies for the British, in a game whose length allows multiple playings in an afternoon or evening. The British player faces the challenge of pushing back the Americans on the main front and defending the rear against guerrillas, all the while facing the possibilities of decoys luring him out of position. Especially dangerous is the "free" set-up militia which can strengthen any part of the American line without the British knowing where they may be. On the first two turns, the British must run around and attempt to kill off as many enemy SP as possible. It is impossible to advance on Hillsboro if there are still Americans in the rear. Single-counter forays should be regarded with suspicion (the Americans possess four decoys), for these could lead you on the proverbial wild-goose chase. In clearing the Camden area, never split the British army into more than two or three supplied forces; otherwise, the enemy can strike quick and hard at the most exposed. Once the rear is cleared and secured, Hillsboro can be captured by about eight supplied factors. The rest carry on the war around Camden, guarding against enemy flanking parties. If necessary at this point, Hillsboro must be abandoned and the whole army based on Camden. Don't forget to garrison every strategic city within 13 MF of the nearest enemy counter, just in case it's a lurking Dragoon.

The last "short" scenario, the *Virginia-Yorktown Campaign* (#4), is relatively straightforward. On the first turn, the two English regulars and supply go to Petersburg and annihilate the militia there. One Tory SP can run for Charlotte and capture the ever important "Commerce" counter located there. There is only a 17% chance that the Baltimore Con-

DARBY'S RANGERS
Reference Notes for ASL
By Steven C. Swann

The concept of American "commando" troops was originated by General George Marshall (U.S. Army Chief of Staff) in the spring of 1942. Initially, it was envisioned that they would take part in British-controlled commando raids against German-occupied Europe. This was seen as a quick method of giving new American soldiers some practical combat experience that they could carry back to their own, regular units. As conceived, this American commando unit was to be battalion-sized and lightly-armed for increased mobility and flexibility.

At the time, British commando units were organized to fit the limitations of their LCA (Landing Craft, Assault) boats. LCA were small craft designed by the British for infantry amphibious use. These had to be small enough to fit an ocean liner's davits, but large enough to carry 35 armed men and its own five-man crew. The vehicle, as designed by the British, had a maximum speed of 10 knots. While slow by American standards, these were quieter, had a lower silhouette, and were bullet-proof to small-arms fire. They were ready in time for Norway and Dunkirk, and were utilized by the British in every seaborne operation afterward.

One British commando platoon could be carried on one LCA. Two LCAs could carry one commando "troop" (equivalent of an American company), while an entire "commando" (a battalion-sized unit) could be borne by a LCA flotilla. General Truscott believed that since American forces would be under British control and using British-built LCAs, the new U.S. force should be organized along British lines. With these plans in hand, authorization from the War Department to form a U.S. commando force was issued on 28 May 1942.

Northern Ireland was selected as the organization point. While in Ireland, the new unit would be under the command of the British Special Services Brigade for training and tactical control. The U.S. 34th Infantry Division (Ireland) would be responsible for administration and supply. American equipment, tactical doctrine and methods were to be used as much as possible.

The man chosen to create the new U.S. commando team was the then-Captain William O. Darby. After having been chosen, Darby was promoted to Major. After being a Major for ten weeks, he was again promoted to Lieutenant-Colonel. He was to hold this rank until the creation of a "Ranger Force" (regiment-sized unit).

The actual name for the special new unit had yet to be decided. Major-General Eisenhower wanted a name other than "Commando", since it was identified so strongly with the British special troops. The name "Rangers" had been carried by irregular American units of various types before, during and after the Revolutionary War. General Truscott thus designated this new unit as the "1st Ranger Battalion".

All officers and enlisted volunteers to the Rangers were interviewed by Darby and a review board of army officers. Officer selection began on 8 June 1942, and that of enlisted personnel on 11 June. On 18 June 1942, the 1st Ranger Battalion was officially activated. The battalion was formed into a headquarters company and six line companies. Each line company had two platoons, with two assault sections and a 60mm mortar section.

On 28 June, the Rangers moved to the Commando depot at Achnacarry, Scotland to begin their British-administered training. Commando training had always been a "live-fire" training course, and thus by 17 July they had already lost one man to drowning and three to wounds by gunfire and grenade. As a result of these exercises, in mid-July British Colonel Charles Vaughan recommended two changes in the Rangers' organization. The first was that the mortar sections be removed from the platoons and placed directly under the control of the company COs. The second was that the M1919A4 .30-caliber MGs (one per assault section) be placed in a battalion pool to be drawn as needed. Instead of MGs, the assault sections would be fitted out with the Browning Automatic Rifle (BAR). Both his suggestions were accepted and promptly acted upon.

On 1 August, the battalion was moved to the Argyle area, for training with the Royal Navy. During this period, some of the Rangers saw their first combat. For on 1 August also, six officers and 45 enlisted men were attached to Nos. 3 and 4 Commando and the Canadian 2nd Division for the raid on Dieppe. The raid was conducted on 19 August and cost the Rangers two officers and four enlisted men killed (and four enlisted men captured). Because of a running sea battle, not all of the Rangers even made it to the French shore. The Rangers involved in this raid were the first Americans to take part in a land combat action against the Germans. Ironically, despite initial plans, the Dieppe raid was the only operation that the Rangers took part in with the British commandos.

September found the Rangers training at Dundee in Scotland. Here their rigorous courses featured attacks on coastal defenses, pillboxes and anti-aircraft positions. Again the training had its cost: one killed and one wounded by mines.

On 24 September the 1st Ranger Battalion was attached to the U.S. 1st Infantry Division for Operation "Torch", the invasion of French North Africa. For Torch the battalion was authorized 26 officers and 452 enlisted men. These were divided into a HQ company of eight officers and 74 men, over-seeing six line companies (three officers and 63 men each). Each line company had a HQ platoon, command section, two mortar sections, two rifle platoons. The battalion had a weapons pool holding .30-caliber air-cooled MGs and bazookas that were to be issued on an "as-needed" basis.

As a unit, the 1st Rangers went into action on 8 November, making a surprise night landing in and north of Arzew, Algeria. Here they quickly neutralized the main coastal defenses and captured the docks at the cost of one Ranger's life. In preparation for this landing, Lt.-Col. Darby had exchanged the 60mm mortars for the heavier 81mm mortars. Since the French soldiers of one of Arzew's forts, *Batterie Superieur*, had decided to resist and the place had to be reduced, the exchange proved to be a good decision.

After the Allies established their beachheads, the Rangers were called upon to fight as conventional infantry. Company E of the Rangers along with the 16th Infantry captured the town of LaMacta, while Company C assisted Combat Team (CT) 18 to take Saint Cloud. Three Rangers were killed in the fight for Saint Cloud, proving that the lightly-armed Rangers should not be used as conventional troops. Their firepower was just not heavy enough for such conventional assaults.

On 11 February 1943, three Ranger companies and elements of the HQ again took part in a commando-style operation. The Rangers made a night raid on Italian front line positions near Station de Sened, Tunisia. At the cost of one dead and 20 wounded, the Rangers killed and wounded 75 of the enemy, destroyed one AT gun and five MGs, and captured 11 members of the 10th Bersaglieri. From February 16th to March 1st, the Rangers fought several conventional actions near Bou Chebka. (Here they captured eight Italians and eight Germans, destroyed three vehicles and captured another three vehicles.)

On the morning of 21 March 1943, the Rangers attacked elements of the Italian Centauro Armored Division at Djebel el Ank pass. They had made a ten-mile night march behind enemy lines, and so outflanked the Italians. The 26th Infantry Regiment assisted by attacking from the west upon hearing of the Ranger attack on the Italians. For this operation, a company of 4.2-inch mortars was attached to provide heavier firepower against the Italian positions. From this point onward, the firepower of the Rangers was to steadily grow as their use as regular troops became more prevalent.

During the period between Djebel el Ank and the Allied landings in Sicily, Darby's Rangers were expanded to three battalions. The 3rd and 4th Ranger Battalions were formed in Africa, to be trained by Lt.-Col. Darby and his men in the field. To help the new formations become established, the men of the experienced 1st Rangers were split up between the three battalions. Companies A and B became the core of the new 3rd Rangers, while Companies E and F formed the base for the 4th Rangers. The Ranger units were kept as three independent battalions with only a "Senior Battalion Commander". But without a regimental HQ or official standing as a regiment, the Ranger officers could have little influence on their own future use. Also with the creation of this Ranger organization, the

83rd Chemical Battalion became am almost permanent attachment to the Rangers. The 83rd Chemical was a 4.2-inch mortar unit commanded by a friend of Darby.

For the Allied landings in Sicily, the 1st and 4th Rangers were designated "Force X" and attached to II Corps. They made an opposed landing at Gela on 10 July 1943. The 3rd Rangers were attached to the 3rd Infantry Division (Reinforced) for the assault on Licata, about 15 miles west of Gela.

The 3rd Rangers would next be the spearhead of General Patton's famous "Reconnaissance in Force" in Sicily. Patton felt that another port would expedite his advance across Sicily. Therefore, the port of Porto Empedocle would be the target of his "Reconnaissance in Force". During the afternoon of 16 July, the 3rd Rangers occupied the town (see *Scenario G8 on this issue's insert*). Until relieved by the 7th Infantry that evening, the Rangers had to fight off several German and Italian counterattacks. The increased use of armor by the Italians in their counterattacks now convinced Darby that the Ranger force needed more firepower than it had. A cannon company was formed at Corleone near the end of the fighting in Sicily and was ready for action by the time the Rangers had to fight in Italy. It was initially composed of four 75mm guns mounted on halftracks.

The use of Rangers in Italy can be divided into two parts, or phases. The first phase began with the amphibious landing at Maiori on 8 September 1943. Here the 1st and 3rd Rangers seized the Chiunzi Pass in the Lattari Mountains near Salerno (*Scenario T3*). Afterwards, the Rangers moved steadily towards Naples and the fighting along the "Winter Line". The Rangers lost approximately 170 killed and wounded during this time.

In the period immediately before the landings at Anzio, the three Ranger battalions and the units attached to them at last became one unit with its own headquarters. They were designated the 6615th Ranger Force (Provisional). Lt.-Col. Darby was promoted to full Colonel with this reorganization.

The second phase found the 6615th Ranger as a part of the VI Corps' landings at Anzio. Here the Rangers were landed before the main forces. They successfully captured the city's port facilities, destroyed some gun batteries, and cleared the beach area between Anzio and Nettuno. By midnight the VI Corps had landed 36000 men and 3200 vehicles and lost only 13 killed, 97 wounded and 44 missing. One of the major reasons for this landing at Anzio had been to cut off the German units manning the Winter Line and prevent them from moving back into the Alban Hills. As part of this mission, the 6615th Rangers were ordered to take and hold the town of Cisterna (*Scenario G5*) until relieved.

Thus, at 0100 hours on 30 January 1944, the 1st Rangers crossed the LOD (Line of Departure), with the 3rd following 15 minutes later. At 0248 hours, the first cracks began to show in the operation. The communications section of the 3rd Rangers got lost and severed their communications with Ranger HQ. Next the 3rd Rangers lost contact with the 1st Rangers about halfway to Cisterna, and even the 1st became split up in the dark. Already the attacking Rangers had been divided into four groups, since the 4th Rangers never got pass the LOD.

The Corps G2 (Intelligence) had been fooled by the Germans into believing that this area was held by low-quality troops. What the Rangers were in fact walking into was the positions of the elite Hermann Goering Panzer Division. After the 1st and 3rd Rangers had passed through no-man's land, German troops moved in behind them. Thus the 1st and 3rd battalions were unknowingly isolated—and the 4th battalion, HQ company, Gun company and 83rd Chemical battalion were stopped south of Isola Bella. The rising sun of dawn caught the Rangers in the middle of an open field at least 450 yards from Cisterna. The men began running toward town, but found the Germans there waiting for them with tanks and MGs. The Parachute Lehr battalion then arrived to add the firepower of their flakwagons and nebelwerfers to the assault on the trapped Rangers. By the end of the day, it was all over; Darby's Rangers had been destroyed as a fighting force. Of the 767 men of the 1st and 3rd Rangers that took part in the attack on Cisterna, only six made their way back to American lines.

The 6615th Ranger Force was at the end of the line now. The 4th Rangers helped turn back the German counterattacks on the 4th and 19th of February. But in the process it was seriously depleted. After this, the chemical battalion and the Gun company were distributed to other units. All the surviving Rangers with their overseas time in were posted to training assignments in North Carolina. The younger Rangers were transferred to the American-Canadian 1st Special Services Force. Col. Darby was made commanding officer of the 179th Infantry during the counterattacks on Anzio, and was then posted to Washington DC. In early 1945, Col. Darby was the Assistant Divisional Commander of the 10th Mountain Division in northern Italy. On 30 April 1945, he was killed by a German 88mm round near Torbole, Italy. (On 2 May 1945, all German forces in Italy surrendered unconditionally.) President Truman posthumously promoted Darby to Brigadier General on 15 May, the only U.S. Army officer posthumously promoted to star rank during World War II.

Three other Ranger battalions were formed during the war, but were not part of Darby's Rangers.

The 2nd and 5th Ranger battalions were trained in Tennessee and shipped over to Europe in time for D-Day (see *Scenario 19*) and the battle for Europe. The 6th Rangers were created, trained and fought in the SouthWest Pacific. Their stories will have to wait for another time.

Fitting Darby's Rangers into ASL

The development of *ASL* characteristics for a specialised unit is a most enjoyable task for any who truly enjoy the game. Actually, the development of such for Darby's Rangers was very easy. The actual squad-platoon-company organization was retained for the life of the Ranger unit. After the 3rd and 4th Rangers were created, the same TO (Table of Organization) was passed on to them. The item of most interest to *ASL* players and scenario designers is the final TO&E that the Rangers would go into combat with. This is shown in *Table 1*.

The HQ Company would include a 10-3 SMC counter that would represent Lt.-Col. Darby himself. For a battalion action that featured one of the other battalion COs, I would recommend using a 10-2 SMC. Using the stated Leadership Generation (LG) number as listed in the *ASL* rulebook (H1.8) for the Americans, the battalion would not actually rate another battalion-level SMC. But, these are the U.S. Rangers, and so could be expected to have exceptional leaders—so I added a 8-1 SMC at the battalion level. The HQ Company itself is divided into two sections: an HQ section and a MG section. All company personnel are not, of course, represented by counters. I felt that the battalion medical and supply personnel should not be represented since the time frame of the usual *ASL* scenario does not permit us to simulate supply or medical problems. The HQ section is therefore represented by two 6-6-7 squads while the MG section shows six 3-4-7 HS manning six medium MGs.

A Ranger battalion had six line companies, all identical in structure. Each line company had an HQ platoon and two assault platoons. The HQ platoon would include the company commander (SMC) and a 3-4-7 HS to represent his staff (along with two mortar sections). The Company CO would be either a 9-1 or 8-1 SMC, chosen by random dr. A dr of "1-3" would rate a 9-1 leader, while anything higher would provide a 8-1 leader.

Each mortar section would be represented by a 3-4-7 HS and a mortar counter of some type. Even though the 60mm M2 mortar was the "official" ordnance of the Rangers, Darby would use the 81mm mortar for added "punch". If the proper mortar is not known for a historical action, then the selection of the SW should be by random dr. A dr of "1-3" would give the entire Ranger OB 81mm

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TABLE 2: Standard ASL Ranger Company OB

This would be the *ASL* composition of a single Ranger line company. For actions involving three or four companies, add one battalion-level SMC and one 6-6-7 MMC; for five or six companies, add both battalion SMCs and both 6-6-7 squads.

9-1 or 8-1 SMC
4×6-6-7 MMC
3×3-4-7 HS
2×60mm or 81mm MTRs
BAZ
3-4-7 and MMG (attached from Battalion HQ Company)

TABLE 3: Ranger Capabilities

	North Africa	Sicily	Italy 1st Phase	Italy 2nd Phase
Morale:	Underscore	Normal	Normal	Normal
ELR:	5	5	5	4
SAN:	4	3	2	2
Stealth:	Yes	Yes	No	No

mortars, and a dr of "4-6" would provide 60mm mortars. The 1st Rangers were equipped with 81mm mortars for Operation Torch, and the 3rd used 60mm mortars in Sicily.

The assault platoons are the easiest to match. Since the Rangers used an 11-man squad armed with BARs, this allows us to use the standard 6-6-7 MMC for each assault section. Because Ranger battalions (and the Force itself) did not include organic AT units, the Rangers always received some of the latest bazooka models available. One bazooka counter of the proper type would be needed for every company used in the Ranger OB.

The Rangers as they appeared in North Africa would be the best, in *ASL* terms. Being fresh from their British training and undiluted by replacements, the morale must be considered underlined, and they'd have an ELR of "5". Each company was issued one M1903 Springfield rifle, which was used by the company sniper in 1942. Therefore, the original Rangers would have higher sniper capabilities than most, which would rate them a SAN of "4" at least. These fresh Rangers should be considered both Elite and Stealthy, and receive all the Commando abilities as stated in the *ASL* rulebook (H1.24).

The combat in North Africa took its toll on experienced personnel, as well as the diluting effect when the new battalions were started. Therefore, the Rangers in Sicily would be represented by some decreased abilities. The ELR would remain at "5", but the morale would no longer be considered underlined. This will allow squad quality reduction, as the Rangers were worn down. The SAN would be reduced to "3", but the Rangers would still be both Elite and Stealthy.

Their use in conventional combat was telling on the Ranger abilities by the time of the invasion of the Italian mainland. During training, Ranger officers found that most of the men could not move silently, but the press of events at Anzio did not give the time needed for extra training. For all scenarios set in Italy (first phase), the ELR remains at "5", the morale is not underlined, the SAN would be "2", and while the Rangers remain Elite they would no longer qualify as Stealthy. The only difference that should be made between the two Italian Campaign phases would be that the ELR slips from "5" to "4". (See *Table 3* for a summation.)

With the two previously published scenarios, and the one accompanying this article, it is my hope that an enterprising scenario designer might someday complete the saga of Darby's Rangers for *ADVANCED SQUAD LEADER*. ☆

BRITISH AFV CARDS

The British AFV cards, similar to those for the Germans and Soviets and Americans in *STREETS OF FIRE* and *HEDGEROW HELL*, are now available. Not part of a *DELUXE ASL* module, they may be ordered direct from The Avalon Hill Game Company and cost $5.00 (plus the usual shipping and handling fees). Each of the 24 cards carries all the pertinent information (game stats, notes, depiction, etc.) for a vehicle on each side, and are recommended for use when playing *ASL* with miniatures or in Deluxe format. Here are all the common British vehicles—the Churchills (even the Crocodile and ARVE), Matildas, Valentines, Crusaders, the many American-built tanks in British service, and the superb armored cars. The AFV cards represent the easiest method of keeping track of the many special rules for the most common vehicles in the *ASL* armory. The German/Russian and American sets of AFV cards can also be ordered for $5.00 each.

COMPUTER CORNER
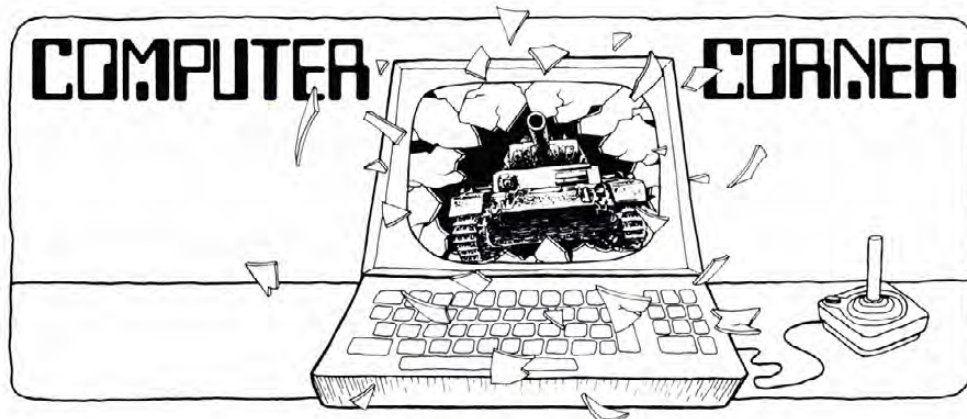
CIVIL WAR

By John Huff

This game is a direct conversion of the popular Victory Games' design of the same name. From the keyboard of Steven Estvanik, it is complete to the last detail. The graphics are CGA standard, and (for that mode) are about as sophisticated as can be made without sacrificing too much memory. The game allows the player(s) to take either side. Input routines are simple and easy to understand—relying on the numeric keypad. Menus are clear and uncluttered. For anyone interested in the course of the entire Civil War, it is a must.

Unfortunately, the initial release was recalled after a number of "bugs" were found. After six generations of revisions, we finally re-released *CIVIL WAR* and all seems to be well. [*Those of you who may have the first release can drop a line to the Customer Service Department about an update.*]

This brings up the subject of playtesting. In this instance, we were let down by our friends. *CIVIL WAR* went out not less than three times prior to the first release, and nobody noticed the fact that:

1. The computer player possessed the ability to walk across the Chesapeake Bay.

2. Union commanders would disappear spontaneously, only to reappear on the Confederate side later on.

3. Armies would shift allegiance without regard for what the player wanted.

4. A lot of other stuff I do not wish to talk about.

As you may have noticed, in this issue [*see the insert*] is a plea for more conscripts. Before accepting the offer to playtest for us (or any other game company, for that matter), you should decide if you will have the time to seriously put into the project. Playtesting (or "Beta testing" as it is called) is the final and most important part of game development.

What is a playtester supposed to do? Well, for starters the tester should take the game and treat it as if he just purchased it off the shelf. If during this time you encounter a snag that doesn't make sense or confuses you, make a note of it. Then attempt to work around the problem to continue on. Bear in mind that every time you run across a problem or discrepancy that leaves you scratching your head for a few minutes, a lot of other people will have the same problem. You are helping them by taking careful notes now.

Before starting the playtest, read through the documentation and write a brief synopsis of what you think the game is about. Then begin testing, and keep careful notes of each test as you play the game. This way you won't forget anything important later on. After you've finished your tests, write a new description of the game based on what you have learned. Conclude the report with any opinions and observations you would like to make.

A typical report should look something like this:

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Game: *Fred & the Whifflebats*

DESCRIPTION: The game appears to be a simple arcade game in which Fred wanders about the inside of a giant three-toed sloth and tries to homogenize these ugly little creatures with an atomic eggbeater.

August 5, 1989—start: 5:30—length 1:75

1. Loading OK, but I didn't like swapping discs so much.

2. Option 3, "Create New Fred", "create" is misspelled "Craete."

3. Once the game starts, I had to press the keys two or three times to get a response.

4. Why are the whifflebats fuscha? Against a blue background it tends to fry the eyes.

5. When I tried to "enable" the eggbeater, it turned into a Ferrari and drove off! I don't see how this has anything to do with the game.

6. etc. . . . (Every time you complete a session, make a similar set of notes; if you don't find any problems, tell us that as well.)

FINAL SYNOPSIS: The game is much like I originally thought it would be. The only difference is that the riddles with the plumber's helper were a pleasant surprise.

FINAL NOTES: This is the dumbest piece of trash I have ever . . .

◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

What is not particularly helpful are reports that state, "Gosh, I really liked the game and I hope I can test the next one!" Playtesters are a very important part of the development team. The developers do not generally have the ability to erase everything they know about the game and play it fresh. A new outlook is as important as anything else in getting a quality product to market.

This applies even to games you do not like. If you ask to be a playtester, we expect that your attitude will be mature enough to realize that you're not going to like every game we send you. But we still expect the game to be given the full treatment by you. If not, we aren't very interested in working with you.

If, despite all this, you think you still would like to give it a try, send in the application (or a facsimile). We have a lot of exciting new products in the works, and you're bound to have a lot of fun in the long run. ☆

FORWARD TO NASHVILLE!
Early Union Strategy in CIVIL WAR
By Derek Croxton

In *CIVIL WAR*, the Union player faces a tough challenge. He must push deep into Confederate territory, advancing with tenuous supply lines, and defeat Confederate armies which are better led and initially as numerous as he. There is also a need for a *speedy* advance. Clearly a coordinated battle plan is called for.

Command point allocation is always important. On the first turn, mobilization in the East, capture of West Virginia, retention of Missouri, and the shuttling of leaders out of St. Louis are the primary objectives. With this in mind, either the Trans-Mississippi or the East should be the primary theater, and the other secondary. Turn 2 comes and the West must be mobilized; hence, it should be primary. From this point onward, the Trans-Mississippi is the least important theater, and should be tertiary every turn (barring unusual circumstances). The West should generally be primary, if for no other reason than there are two major armies in the West and only one in the East. It definitely needs to be primary early in the war when the Western armies will be together and can conduct coordinated operations.

THE WEST

The most critical theater is the West. Here lies the largest chunk of enemy territory, and the only theater where both sides have two large armies. The immediate objectives are the quick conversion of Kentucky, capture of Tennessee, and the cutting of the Mississippi.

There are three important tactics to use in the West. One, use NSPs to cut rail lines over rivers and block Confederate moves. Two, use small forces (less than armies) to cut the supply of Confederate armies. And three, use one army to attack and demoralize an enemy force and then follow up with the other friendly army before the Confederates have a chance to rally. Top priority is given to the destruction of an enemy army wherever the opportunity presents itself as this will greatly speed the Union advance.

The first obstacle is Kentucky. The Union player starts with a big advantage in owning the state's rail lines; but Kentucky is large enough to give the Confederate player several points to contest. The Army of the Cumberland should be formed in New Albany, and the Army of the Tennessee in Cairo. Any leader which gives the opponent no more than one re-roll can be used to lead them, although if Lyon has been promoted he is the preferred choice for one army.

The first Union move should be the Army of the Tennessee moving out immediately to capture Paducah and Fort Henry/Fort Donaldson (hex 2513). Obviously strong Confederate presence in either of these places may prevent such a move (particularly a Confederate army in Paducah). This will force your army to move north to hex 2410, cross the river at 2411, and then move adjacent to Fort Henry; the reason for this rather round-about route is the potential of having the Southern army react into the Union one and forcing it to attack across the river, with a Union loss meaning the utter destruction of the Army of the Tennessee. Fort Henry should be attacked even at some risk of not advancing due to its strategic importance. The Army of the Cumberland will then take the next opportunity to move directly south to hex 3011, northeast of Bowling Green. One strength point (SP) can rail through the state at any point to capture Bowling Green, Frankfort and Lexington, and then advance

on Mill Springs (barring Confederate presence there).

There are three cities which are immediately vulnerable to Confederate counterattack: Paducah, Mill Springs, and Bowling Green. A pre-emptive Confederate move into Paducah, as described above, can be damaging. It protects both Paducah and Fort Henry while leaving the southern army free to move into Fort Henry on the following phase. Even at that, subsequent Confederate abandonment of Paducah leaves it open to capture. If the Confederate army remains in Paducah, it is very vulnerable to a Union attack via hex 2313, from which point the Rebels would have no retreat. Hence this threat is adequately covered.

Another potentially damaging enemy thrust is into Mill Springs. Such a move will put that force out of supply unless there is a depot in Knoxville. The Union response is based on the size of the Confederate expedition. A one-SP force in Mill Springs can be rooted out by the SP that was designated to take it in the first place, after it has been reinforced and had a leader assigned to it (the Union has plenty of 3-0 leaders to use for this sort of thing). Given an entire Southern army, the Army of the Cumberland is within one march of Mill Springs and must be used to capture it.

The last vulnerable city in Kentucky is Bowling Green. Given a Confederate army advancing into Bowling Green, the Union has a potentially devastating countermove. This move is dependent on two conditions: that the Union has captured Fort Henry, and that no more than one or two SPs occupy Nashville. Under these conditions, the Union player can immediately send out a naval force from Cairo which makes an amphibious assault on Nashville and closes the entire Cumberland river. The Confederate army in Bowling Green finds itself out of supply and with no escape route other than to march east toward Mill Springs and then south to either Knoxville or Nashville. The Army of the Potomac is situated nicely not only to prevent such a move but also to attack the Southern army and drive it into the river. The Army of the Tennessee can, if nearby, be used to help attack. If the Confederate player falls for this, drive your attack relentlessly home. Destruction of a Confederate army this early could mean the game.

Next in line is Tennessee. The state only has four cities to take, but they are spread out over the entire length. The mountain range separating Knoxville and Chattanooga from the rest of the state makes attacking difficult. However, the state has several weaknesses which makes it vulnerable to certain moves.

The position of Confederate armies, as always, determines the Union attack; but several possibilities can be explored. As a precursor to other moves, rail lines at Decatur and hexside 2514/2413 should be cut by the navy. This makes all Confederate units east of the river dependent on the rail line from Atlanta or Knoxville for supply, thus making them vulnerable to raids on this line. This shapes the Union line of attack.

Nashville is basically untenable as a defensive position. Given a Union move to hex 3014, any army in Nashville is out of supply (since a supply line cannot be traced through an army's reaction radius) and unable to stop any Union advance to Chattanooga. Any Confederate army (or armies) east of the Tennessee River is likely to be based around Knoxville or Chattanooga. If both Southern armies are in this area, then the attack will be much

more difficult (although why any Southern player would abandon the state of Mississippi and the mighty river in this way is unclear).

One potential move is to strengthen the force at Mill Springs, build a depot there and march to Knoxville. This threatens Chattanooga and thus gives any Union army advancing west of the mountains another potential supply line, which is necessary if it is to attack successfully.

A Confederate army in Knoxville deflects the Union attack to Chattanooga; an enemy army in Chattanooga directs the Union attack to Knoxville. The reasons for this should be clear. Knoxville is not a particularly useful place for a Rebel army, because of its limited movement possibilities and its supply situation. Union forces in Chattanooga coupled with a raid somewhere on the northern part of the rail line isolates Knoxville; it also leaves any forces therein incapable of stopping a Union advance on Atlanta. Thus, Chattanooga is the most likely place for a Southern army.

Chattanooga is situated in rather awesome defensive terrain. Its Achilles heel is the northeast, whence a Union attack must come. Converting the rail from Knoxville to Chattanooga insures supply for the Union army. If the Confederates seem particularly attached to the city, then a simple move of a small force down the rail to Atlanta should convince them that their interest is elsewhere.

The western half of Tennessee is quite the opposite of the east; in other words, it's barren. The only city to be taken is Memphis, although its importance in both Tennessee and lying on the Mississippi makes it a potential site for a Confederate fortress. If the enemy is intent on holding out in Memphis, then the Union move is to send a force to capture Grenada, and cutting the supply line west by a NSP in Madison. It is also a good idea to capture Corinth to insure that the Confederates don't feed SPs there which will subsequently march north to cut your own supply line.

THE EAST

The eastern theater offers a far different situation. The Union player is tied down to Washington, which under no circumstances can he afford to let the enemy occupy. The front is also much smaller and mostly clear terrain, except for the numerous rivers winding through it. Thus, the Union objectives are far different.

On the first turn, the Union player should convert West Virginia. A pre-emptive move of one SP into Grafton at the first opportunity is the best action; otherwise McClellan will have to take it the hard way. In the event that West Virginia is not taken immediately, maximum effort should be applied there on Turn 2 to secure the eastern theater's right flank. One possibility in this case is to use Grant to do the attacking, allowing him to get promoted before the attack on Kentucky (and thus lead an army).

The primary Union goal in the East is always the protection of Washington. One way to help with this is to build a fortress in Washington and keep a permanent four-SP garrison there. In this way, since forces in fortresses never retreat, and the most casualties that can be inflicted in one battle is three, it will always take the Confederates at least two turns to occupy the city. While this is not a foolproof method, it takes a lot of pressure off the Army of the Potomac and frees it to operate some distance

from Washington. Also important in protecting the capital is moving an NSP to guard the Potomac River. This forces the Confederates to attack northward, and then turn back south before attacking Washington directly.

Nevertheless, the Union position in the East is still primarily defensive, at least until things are brought to a decision in the West. Leaders are hard to come by for the North, and most of those you do get will be used in the two armies in the West. The best the Army of the Potomac can hope for is average leadership, and will be lucky to get that. The Army of Northern Virginia, on the other hand, is usually led by Robert E. Lee and has a +6 in it. Bold offensive moves are thus limited for the Union.

The Army of the Potomac should spend most of its time adjacent to Washington, or at least within one march of it. Hex 5106 is a secure position, offering a good defensive (with respect to protecting the capital) and offensive potential. Confederate excursions into Maryland and Pennsylvania can be effectively dealt with in one move, preferably from behind the mountains if the Confederate force has not already crossed them. Offensively, Richmond can be occupied in one move if desirable (possibly by a smaller force), or the army can move into a more central position—say, west of Fredericksburg to threaten the whole of northern Virginia. Care must be taken with such moves, of course, lest the North be left too exposed. However, any move which might force battle on the Army of Northern Virginia at good odds is a fine idea. Washington is protected for at least one turn anyway.

Other tactics can be used to help defend the North. One of the otherwise useless cavalry leaders (such as Stoneman) can be placed in a strategic location to screen the enemy. For instance, one SP in hex 4906 can delay units advancing into Maryland enough to give the Union player a chance to react. Another useful tactic is to place a NSP in Harrisburg to prevent Southern aggression east of the Susquehanna (unless such an advance moves north of that river, a risky move indeed).

If the Union player does not suffer severe leader losses early, the Potomac can hope for a leader with zero re-rolls (as opposed to −1) and tactical leaders with a +2 or +3. While this may not sound great, it is sufficient to allow the Army of the Potomac to attack the Army of Northern Virginia at least once a turn. The Union player can afford three casualties for every two Confederate, and indeed should look for this whenever possible. Anytime such odds are assured, attack! At first it may seem akin to banging one's head against a wall; but the cumulative effect is to wear down the Confederates and hopefully deny them SPs for coastal defense. Remember, the key is not territory, but attrition.

The wild card in the East is the Army of the James. The Union player must decide when, if ever, to create it and what role to use it in. Late in the game, when Grant or Sherman can command two armies at a time, it is definitely useful in bludgeoning the Army of Northern Virginia along with the Army of the Potomac. However, it can be used earlier if the Union player has a spare leader who doesn't give away re-rolls to the opponent. One potential use is to build it in Pennsylvania to protect the North from any incursion smaller than army-sized. It can be based at Harrisburg, where it is safe from attack except through the northern approach (assuming that a NSP guards the Susquehanna). From there it basically covers the whole northern area which the enemy can threaten. Or, you can base it more in line with the potential Confederate advance (i.e., at Chambersburg) where it can react into an advancing force and make that force attack it. The danger in this lies in the fact that if the Army of Northern Virginia slips through, it is liable to pound the James into the dirt—and thus the Union player will be out its services later in the game. Proper use of it in a defensive role can free your Army of the Potomac to attack the Confederates and not have to worry with Rebel excursions.

The other main use for the Army of the James is as a flanking force. In this case, it can be built further south (Grafton) whence it can advance into the Shennandoah and threaten the enemy's flank and rear. The danger in this course is the wide-open nature of its advance, uncovered by any friendly forces. This leaves it vulnerable to a quick death. However, a simultaneous advance by the Army of the Potomac can both help cover the Army of the James and gain territory for the Union.

THE TRANS-MISSISSIPPI

The Trans-Mississippi Theater will likely be the tertiary front every turn after the first. Very few victory point cities, few SPs, and the need for leaders on the other fronts make this theater of minimal importance. However, the most should be made of opportunities as they present themselves.

The immediate problem to be faced is in Missouri. It is not, as many places are, such a severe problem, except inasmuch as the Confederates are sitting outside Springfield with twice as many men as are in the city and surely have evil intentions. The only solution is obvious: rush an SP into Springfield as soon as possible. A fort may also be built there, but it alone is not nearly as important as the SP. On the second turn, it is useful to have Lyon attack if you can get Column E or better, since it will hopefully (barring a wound or death) get Lyon promoted to three-star rank, making him eligible to command one of your armies in the West.

In order for any significant progress to be made, the Army of the Southwest must be formed. This allows reinforcements to be taken in the army rather than having to shuttle them forward. Because of the Union leader situation, the army will have to be led by a less than average commander—McClellan perhaps, or Rosecrans once he is removed. The army should be formed in Springfield to begin the advance.

Cities in the Trans-Mississippi must be taken consecutively due to the trouble with supplies out here. Fayetteville is the first of these. It is likely to be guarded by a strong Confederate force, unless they are still next to Springfield. In the latter case, the Confederates can be attacked, probably at good odds, which will clear the way to Fayetteville (although it is probably wise to finish off any force threatening Springfield first). Given a Rebel force of some strength in Fayetteville, the best thing to do is make a naval landing at Clarksville. This conveniently cuts their supply line, leaving their depot to be burned off after one attack. The advance can then be continued down the Arkansas River, remembering that the river is sufficient to supply your own army. Overall, it is unlikely that there will be enough command points to do much in the Trans-Mississippi. For those times when command points are available, the advance should be conducted along these lines.

THE NAVY

Naval power is an important force in *CIVIL WAR*. The Union player's navy must work vigorously to cut off the South's network of ports to make the job easier for the land forces. Control of rivers and the landing of flanking forces serve as important tactical tools for Northern armies as they advance against the Confederates.

Port attacks should be made as soon as possible, before the enemy has a chance to extensively garrison and fortify these ports. Particularly true of this is New Orleans, since it is such a large port and also lies on the critical Mississippi River. In general, it is better to attack the city itself rather than an adjacent fortress because the city usually yields a victory point award and hence cuts down Confederate production. Of course, a strong garrison in the city may mean the attack must come on the fortresses. Obviously the largest port values should be attacked first (New Orleans, Wilmington, Charleston, etc.).

Also a use for naval power is the capture of hard-to-reach cities on the Mississippi. Baton Rouge, Port Hudson, and New Orleans are the prime targets. Vicksburg can also be reached, but care must be taken that a Confederate army is not nearby to crush the landing force.

Yet another use for your naval units is the control of rivers. This both cuts rail lines crossing the river and prevents Confederate movement across it. Often an amphibious landing on a victory point city lying on a river can cause additional problems for the Southern player, as he cannot simply call up reinforcements at the city to allow armies to cross and must call up forces from elsewhere, spending more command points in the process. Finally, the navy can be used to land amphibious forces in strategic locations behind the enemy lines, where they can roam about in the Confederate rear, cutting rail lines and capturing cities. Their use is obviously limited by command point availability, but often the threat is as good as the use. Creativity with the navy will lead to its most effective use.

THE LEADERSHIP

The Union leader situation is rather grim. In addition to having a high proportion of leaders which are too awful to even contemplate letting them lead a force, there is a shortage of favorable modifiers for tactical combat. In fact, the Union player has plenty of very good army leaders—Sherman, Grant, Lyon, Thomas. But unfortunately, all of them also have a +2 in tactical combat, which will be sorely missed when the leader takes command of an army. Also causing trouble is the fact that so many Union leaders that have a bonus at all have a +2. The loss of any of the potential army leaders mentioned above means losing one-fourth the total Union combat bonus before Turn 5, a serious setback.

The Union leader can save himself a lot of trouble by building a depot on St. Louis and taking his leaders on Turn 1 there. Four of the leaders will be needed elsewhere (Foote, Curtis, Pope and Rosecrans), but it is better to have leaders like Halleck there where they can do no harm and move the useful ones out later. As already mentioned, Lyon and Rosecrans can lead the armies in the West while McDowell leads the Army of the Potomac (at least until Pope or Curtis get to a rank where they can replace him). Thomas, Sherman and Sedgewick combine to give good modifiers to the western armies once promoted; Grant will take command of an army at three-star rank. Sherman will too, but that will take at least until Turn 4. In addition, the Army of the Potomac must be given at least a +2 commander to allow it to conduct offensive operations (not to mention to protect itself).

As more good leaders come in, they can be applied to the western armies. Those armies should be kept somewhat balanced in tactical combat power to give them each striking power. This allows for coordinated army actions. Each should have a cavalry leader added when one becomes available to prevent enemy screening actions. Eventually, the two western armies should be almost as high in leader quality as the Confederates.

Naval forces can be based at Cairo and Pittsburgh; this allows for the most efficient use of naval leaders. Farragut need not be used for routine ship-moving that would incur any risk to his life (i.e., passing a fort) because there is an extra leader who has nothing better to do. Of course you will want to use Farragut for the most important operations, and thus he should be based with the ocean NSPs (which are the most flexible).

For amphibiously landed forces, the Union has more than enough 3-0 leaders, in addition to three-star leaders such as Rosecrans who can serve in this use. Such leaders will also have to be used to cut enemy supply lines until decent cavalry leaders show up.

LATE-GAME STRATEGY

If things have gone basically according to plan, by Turn 10 or so the Union player should have converted all the border states and Tennessee. Vicksburg should be the only Confederate-controlled city on the Mississippi, if any are. The South's port system should be well worn down. Finally, attrition should have the Confederates just about out of on-map reserves. The position is good, then, for the Union's future. Further pounding of Confederate armies will begin to wear them down, eventually leading to their destruction. Vicksburg can be captured in a short time, making the South feel the supply pinch. A strong push by both western armies will cut down on Rebel production, and earn the Union player much-needed victory points. At some point the emphasis will be shifted to the East where Grant or Sherman can lead the Army of the Potomac and of the James southward to smash the Army of Northern Virginia and capture Richmond. These are the next steps in the Union advance.

CIVIL WAR is certainly an exciting, as well as frustrating, simulation. Each player waits for the right initiative roll to carry out his plans, with neither ever having quite enough command points to do all they wish. The Union player has a tough challenge despite his huge manpower and naval advantages. With a poorly led force that has vast territory to conquer, it is bound to be a difficult task.

☆

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 119			Total Responses: 356	
		Rank Times		
Rank: Title	Pub	Last Time	On List	Freq. Ratio
1. Advanced SL	AH	2	19	4.5
2. Air Force	AH	—	1	3.4
3. Third Reich	AH	4	48	2.5
4. Russian Campaign	AH	3	48	2.2
5. Diplomacy	AH	6	20	2.1
6. B-17	AH	—	1	2.0
7. Squad Leader	AH	12	48	1.9
8. Tac Air	AH	1	2	1.8
9. Patton's Best	AH	—	1	1.7
10. Up Front	AH	17	6	1.6
11. Flat Top	AH	8	2	1.5
12. Panzer Leader	AH	14	2	1.5
13. Flight Leader	AH	18	2	1.4
14. Last Hurrah	AH	—	1	1.3
15. Afrika Korps	AH	—	1	1.2
16. VITP	AH	—	1	1.2
17. Empires in Arms	AH	15	11	1.1
18. Bulge '81	AH	—	1	1.0
19. Firepower	AH	9	2	1.0
20. Gettysburg '88	AH	—	1	1.0

Again eight fine titles just fail to make the latest listing, and eight appear for the first time—a couple of the newer games, a couple of old favorites that had dropped off, and a couple of overlooked gems. Chief among the latter has to be *AIR FORCE* which, under the impetus of a couple of mass reports from game clubs, climbs to command second place in our top 20 most-played titles. (We welcome such input from groups, as each gamer still contributes his own outlook—tempered, in this case, by what his friends are willing to play with him.) Returning to fly high also is *B-17*. Coverage of *PATTON'S BEST* in these pages recently catapulted it onto the listing. And, as usual, *ASL* and its latest module *THE LAST HURRAH* show well; next time I fully expect *TLH* to be supplanted by the new Italian module—*HOLLOW LEGIONS*.

BACK ISSUES

Only the following back issues of The *GENERAL* remain in stock; price is $4.00 per issue (plus the usual shipping and handling charges). Due to the low quantities of some back issues, if ordering, please specify alternative selections. Below is a listing of each in-stock back issue by subject matter; game abbreviations are italicized and standard (a partial listing may be found on the "Opponent's Wanted" form on the insert of this issue). Type of article is indicated by the following abbreviations: H—Historical, DN—Designer's Notes, V—Variant, SR—Series Replay, S—Strategy, Q—Questions, P—PBM (postal), Sc—Scenarios, A—Analytical. The featured game for each issue is always the first one listed. Those printed in red indicate one-color reprints of previously out-of-stock issues.

14-3: *AIW*—H, DN, S, Q; *TRC*—S; *3R*—S; *STAL*—SR; *WAS*—V; *PB*—Sc
14-5: *SL*—H, A, DN, Q; *WS&IM*—A; *TRC*—S; *MD*—S; *SST*—S; *3R*—S
15-2: *PL*—V, Sc; *STAL*—V; *3R*—V; *DD*—DN; *RB*—S; *VITP*—S
16-1: *AZ*—Sc, S, DN; *3R*—S; *NP*—S; *PB*—SR; *1776*—S; *3R*—S
16-6: *DUNE*—A; *DIP*—V; *OS*—V; *AZ*—DN, Sc, SR; *PB*—A, PBM
17-4: *FE*—S, P, DN, V; *MD*—V, Q; *COI*—SR; *VITP*—S; *1776*—Sc; *WO*—A; *SST*—V; *NAP*—S
17-5: *CM*—S, V, Q; *RW*—V; *SL*—V; *STAL*—V; *PL*—S; *3R*—S, SR; *CAE*—V; *KM*—S; *MR*—S
17-6: *STAL*—S; *WS&IM*—V, Sc; *WAS*—V; *3R*—SR; *SL*—S; *TLD*—Q; *CL*—S; *VITP*—S; *TRC*—S
18-1: *FITW*—A, Q; *BIS*—S; *SL*—S; *DUNE*—V; *DIP*—S; *AK*—A; *PB*—SR; *AL*—S; *W&P*—S
18-2: *AF*—A, Sc, Q; *AK*—V; *3R*—DN; *TB*—V; *SL*—S, Sc; *AIW*—V; *VITP*—S; *DIP*—S; *DD*—S
18-3: *GOA*—S, DN, V, Q; *AOC*—V, Sc; *AK*—S; *VITP*—S; *SL*—S, Sc; *WS&IM*—SR, P; *DIP*—S
18-5: *3R*—S, A, V, DN, Q; *SL*—S, A, Sc; *TRC*—V; *TB*—V; *RW*—V; *CL*—A; *DUNE*—V
18-6: *FT*—A, Sc, V, DN; *VITP*—V, Q; *MD*—S, Q; *SOTN*—A, Q; *SUB*—Sc; *BL*—V
19-1: *SOA*—A, V, DN, SR, Q; *TLD*—A, Q; *3R*—S, Q; *DWTK*—DN; *TB*—A
19-2: *BB*—H, Sc, S, DN; *TLD*—A, Q; *SL*—V; *3R*—S; *SOA*—SR
19-3: *GSL*—A, Sc, V, SR, Q; *DIP*—A; *RW*—Sc; *GE*—V; *1776*—Sc; *LRT*—V, Q; *SL*—A
19-4: *CIV*—A, V, DN; *CM*—V; *DIP*—A; *GL*—V; *AL*—V; *TR*—Sc; *WO*—Sc; *SLA*; *3R*—S, Q
19-5: *SON*—A, S, H, Q; *W&P*—S, Q; *DIP*—A; *WAT*—V; *WS&IM*—Sc; *SL*—A
19-6: *VITP*—PBM, SR; *3R*—V, Q; *DIP*—A; *FT*—V; *BIS*—V; *NW*—A; *SL*—A, Sc; *SUB*—V, Sc
20-1: *GI*—S, A, DN, V, Q; *VITP*—SR
20-2: *TT*—A, DN, S, Q; *MR*—V; *LRH*—A; *SL*—Sc; *W&P*—V; *GOA*—S, Q; *DIP*—A; *PL*—V
20-3: *FRED*—S, V, Sc, Q; *PB*—A; *1776*—Sc; *DWTK*—S, V, Q; *DIP*—A; *CON*—V, S
20-5: *BR*—SR, S, H, Q; *LRT*—S; *DIP*—A; *GSL*—Sc; *GE*—V; *WS&IM*—Sc; *SON*—Q
20-6: *B-17*—A, V, SR, Q; *AF*—V; *LW*—S; *DL*—S; *FE*—S; *DIP*—A; *MD*—S; *BR*—SR; *GOA*—Sc; *SL*—A; *PL*—Q
21-1: *UF*—S, A, SR, DN, Q; *SOA*—S; *GI*—H, S; *TRC*—S; *DD*—S
21-2: *NAB*—S, DN; *W&P*—S, A, Q; *NAP*—S; *DIP*—A; *FR*—S; *FE*—S; *3R*—S; *BFI*—S; *1776*—S; *SL*—A
21-3: *BB*—S, SR, Q; *3R*—S; *SL*—A, H; *SOTN*—V; *DIP*—A; *FRED*—S; *FE*—S, Q; *SST*—S; *TLD*—S; *PL*—Sc; *1776*—Q; *SOA*—Q
21-4: *PGG*—S, SR; *PB*—A; *3R*—S; *TRC*—S, V, Q; *DIP*—A; *STAL*—V, S; *SL*—Sc; *PK*—Q
21-5: *HW*—S, V, A; *MR*—S, Q; *OR*—A; *DIP*—A; *3R*—A; *RB*—S; *CON*—V; *CIV*—S; *SL*—A
21-6: *FP*—H, V, SR; *AIW*—S, Sc; *BL*—V; *TAC*—V, Q; *SL*—A; *PK*—Q
22-1: *PAA*—A, S, Q; *TB*—A, V; *DWTK*—DN; *TR*—V; *GSL*—PBM; *DIP*—A; *AOC*—S; *WAS*—S, Q; *AK*—V; *CIV*—A; *3R*—S, Q
22-2: *BANZ*—A, SR, Q; *FT*—A, S; *SUB*—Sc; *VITP*—S, Sc; *AK*—Q
22-3: *PB*—SR; *PL*—Sc, V, Q; *SOA*—S; *3R*—V; *DIP*—A; *CIV*—A; *UF*—Sc, Q; *AIW*—S; *GOA*—A, Q; *TLD*—A
22-4: *RF*—A, V, S; *TRC*—V; *PK*—S, Q; *DIP*—A; *3R*—V; *SUB*—V; *PPG*—S
22-5: *DEV*—S, A, Q; *GSL*—Sc; *BR*—S; *DIP*—PBM; *SC*—V; *FITG*—A; *ASL*—Sc, Q
22-6: *ASL*—A, Sc, DN, Q; *FP*—Sc; *FE*—S, Q; *WAS*—A; *DIP*—A; *SL*—S; *TLD*—S
23-1: *FL*—A, V; *DL*—V; *B-17*—V, DN; *HW*—S, Q; *VITP*—V; *3R*—S; *TT*—V; *LW*—V; *SST*—V; *RW*—V
23-2: *ASL*—A, S, Sc, Q; *BV*—SR; *UF*—S; *DIP*—A; *PL*—A
23-3: *SUB*—V, Sc; *ASL*—S, Sc; *BV*—SR; *HW*—V; *BL*—V, Q; *BB*—A
23-4: *EIA*—S, DN; *W&P*—S; *WS&IM*—Sc; *SC*—V; *NAP*—S; *YS*—S; *3R*—S, Q
23-5: *KOTA*—DN, Sc, Q; *WAT*—V; *B-17*—V, Q; *3R*—S; *RW*—V; *ASL*—S, Sc; *VITP*—S
23-6: *1830*—DN, S, V, Q; *FP*—Sc; *RB*—S; *DEV*—PBM; *CIV*—S; *MR*—S
24-1: *ASL*—V, S, Sc, Q; *SOF*—SR; *TRC*—S; *FP*—Sc; *RF*—S, DN; *PGG*—S
24-2: *ASL*—A, S, Sc, Q; *SOF*—V; *PL*—S; *3R*—S; *DD*—S; *FE*—S
24-3: *DIP*—S, A, H; *HW*—V, S; *EIA*—S; *DE*—S; *TV*—Q; *KOTA*—Q
24-4: *RSN*—H, D, A, SR, V, Q; *ASL*—V, S, Sc; *AK*—S; *FE*—S; *3R*—S
25-1: 25th Anniversary Issue; *KREM*—S, Q; *DINO*—S; *MOV*—DN; *ASL*—DN, Q
25-2: *TAC AIR*—H, S, SR; *FP*—Sc; *PLA*—S; *MBT*—DN; *TRC*—PBM; *ASL*—S, Sc, Q; *AIW*—S; AREA Revision
25-3: *PAT*—S, H, V, Sc; *TPS*—N; *AK*—V; *3R*—Sc, Q; *ASL*—S, PGG*—PBM; *PB*—A; *UF*—V; *SOA*—V; *PL*—S; *BB*—S
25-4: *EIS*—S, H, V, Q; *WS&IM*—V, P, Sc; *EIA*—V, Q; *VITP*—S; *NB*—DN; *1776*—V

SCENARIO SEVEN
It Was a "Great" Depression, Wasn't It?

By S. Craig Taylor, Jr.

The following is a new and truly different scenario for FIREPOWER buffs, designed to be played by five to six players in training for a life in crime. It springs from the twisted mind of that arch desperado, the designer of the game, who nevertheless has a keen eye for fun.

"THE BANK ROBBERY"

"Walter Winchell here. Good evening Mr. and Mrs. North and South America and all the ships at sea. By the early thirties, almost every bank in the States had either failed or been robbed by one of the colorful Depression-era gangs. The one major exception was the Joe Bob's Bank & Trust in sleepy Frisbee, Texas. Acting on a wild hunch that this bank *must* be the next target for one of the bank-robbing gangs, Eliot Ness and his Untouchables, reinforced by other law-enforcement types since popularized in bad late-night movies and endless re-runs, journeyed south to Frisbee to await developments. What none of them realized was that *every* major gang—being desperate for cash to feed their illicit cravings—had planned to descend on Frisbee on the *same* day."

A. MAPBOARD TERRAIN: Only mapboard panel 4 is used. Consider all buildings to be constructed of brick. All buildings are only one story high (so the Building Card is not needed). All doors and windows start "open", except for the door in hex Q2 (the bank vault door) which starts "closed". Consider the door in hex O2 non-existent. The lower floor room including hex P1 represents the bank vault itself, which contains all the money.

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│              │    N
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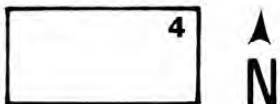
B. SPECIAL RULES: Game length is 7 Turns. "Good Guys" (soldiers of one color) may not exit the mapboard, but "Bad Guys" (soldiers of the other color) may exit off their own side of the mapboard (see Special Rule 3 below) only. "Gangs" and "Forces" are the squads of this game. There must be one player for each Bad Guy gang, and either one player for all the Good Guys or one player for each Good Guy force—a total of 5-6 players.

WEATHER: Normal.

VISIBILITY: Condition 1.

FIRES (OP): Normal.

1. CHARACTERS: Players *secretly* assign their supply of weapons to their named soldier units (they may ignore the weapons printed on the counters if desired) found in the Opposing Forces section below. The extra weapons allow soldiers with a shotgun or light machine gun to also carry a pistol, or some characters to carry a "spare" pistol.

2. INNOCENT BYSTANDERS—WHO IS THE REAL ENEMY? Each Bad Guy gang has one or more extra "soldiers" (of the Bad Guy color) and each Good Guy force has two or more (of the Good Guy color) in addition to their named ("real") characters. These represent Innocent Bystanders (the good citizens of Frisbee) whose presence helps mask the identity of the armed characters. The exact numbers of each force and gang are listed in the Opposing Forces section. A player may move the Innocent Bystanders in his force/gang only if accompanied by a named character.

Innocent Bystanders are unarmed and may never fire a weapon nor initiate a melee (they can defend themselves if attacked in melee).

The identity and weapon(s), if any, of a character are revealed *only* when that character fires, is involved in melee, or is adjacent to a unit of the other side (or in the case of the Bad Guys, to a character from another gang). Once an Innocent Bystander's identity is revealed, its unit is removed from play after resolution of fire or melee.

3. BAD GUY EXIT: After sides have been chosen, each Bad Guy gang's player must *secretly* select a mapboard side for exit—side 1, side 2/3 or side 4 can be chosen. It is assumed that their getaway car is parked just off the selected mapboard side.

4. REAL MONEY! Each player must ante-up any mutually agreeable equal amount of money evenly divisible by "two" (e.g., $.02 for pikers, $1.00 for more sporty types, $1000 for high rollers, etc.). If one player controls both Good Guy forces, his ante is *double* the amount of the other players (i.e., one ante for each force). This hard cash represents the money located in the bank vault at the start of the game. A single named Bad Guy character can carry an amount of money equal to half-an-ante share without slowing down or an amount equal to a full-ante value at the cost of one movement factor; Good Guy characters and Innocent Bystanders cannot carry money. Picking up each half-ante costs a unit two movement factors (use normal Acquire rules to pick up money). [*Although Avalon Hill doesn't advocate or condone gambling, the*

aspect of playing for real money (even very small sums) adds a certain ruthless dimension to this scenario that is otherwise absent.]

5. HURTING BYSTANDERS OR "FRIENDS": Every time a Good Guy hurts (shoots or successfully melees) an Innocent Bystander, the controlling Good Guy player must make restitution—paying an amount equal to one-half ante. Money collected in this manner is divided equally among the Bad Guy players at the end of the game. There is no penalty for Bad Guy units hurting Innocent Bystanders (in fact, most rather enjoyed it). Good Guy soldiers may never fire at or melee units of their own color. Bad Guy soldiers may fire at or melee any Good Guys or any Bad Guys from another gang. A unit or units from one Bad Guy gang that enters a hex containing units from another gang *must* melee them; soldiers from both Good Guy forces may amicably be located together in the same hex.

6. WOUNDS: It is highly recommended that Optional Rule 23 be used to allow characters to be wounded instead of always eliminated by a hit.

7. NEGOTIATIONS & COORDINATION: The Bad Guy players may secretly talk among themselves *only* before the game to try and co-ordinate their plans. "Doublecrosses" are possible (why split the loot more ways than necessary), but it usually pays to wait until the Good Guys have been defeated before showing what unworthy scum you are. The Good Guys (if two players) may also hold a secret conference before the game starts. After these pre-game talks, players may not discuss planned actions among themselves.

8. TIME LOCK VAULT: The vault door in hex Q2 has a "time lock" and cannot be opened in any manner prior to Turn 3. Commencing on Turn 3, the door can be opened normally.

9. SEQUENCING: Each side has four Sequence Chits. The Good Guys follow the usual multi-squad rules. However, when a Bad Guy sequence chit is drawn, use competitive die rolls to determine the order in which the gangs activated will perform their Impulses. Then, perform one Impulse per gang in that order, followed by performing each gang's second Impulse in the same order.

10. WEAPON CHART: The following chart provides the information for all of the few weapons used in this scenario

TYPE	UNIT	WEAPON NAME	TYPE	RATE OF FIRE	1-2	3-5	6-8	9-12	13-20	21-30	31-40	41-60	61-100	BLAST	PENET	MOVE	STAND	CROUCH	PRONE	UP	CREW	IMPACT	RELIAB	NOTE
					RANGE IN HEXES												POSTURE							
HGN5		Defensive Grenade (Fuse)	G	1	8	5	2	—	—	—	—	—	—	5	1	N	X	X	X	+1	1	S	00	a
LMG10		BAR (Bipod)	L	2×3/1×3	5/5	4/5	4/5	4/4	4/4	3/4	3/3	2/3	1/2	—	1	N	b/+2	b/+1	X	−/+3	1	5	08/09	c
PST1		Colt M1911A1 ("Roscoe")	L	2	6	4	1	—	—	—	—	—	—	—	1	N	X	X	X	+1	1	3	00	—
RFL7		Bolt Action Rifle	L	1	7	6	6	6	5	4	3	2	1	—	1	N	X	X	X	+2	1	5	09	e
SMG1		Tommy Gun ("Gat")	L	3×3/2	5/6	3/5	2/4	1/3	0/1	−/0	—	—	—	—	1	N	X	X	X	X+1	1	3	08/09	—
SHG		Shotgun	L	2	9	6	3	2	0	—	—	—	—	—	1	N	X	X	X	+1	1	4	09	—

NOTES: a. One use only. **b.** No firing unless at rest. **c.** Left is for rapid automatic fire, right is for slow automatic fire. **d.** Left is for automatic fire, right is for semi-automatic fire. **e.** No bayonets.

C. OPPOSING FORCES: Players each select one of the following gangs or forces and record their information as explained above. Copy these names, and then assign unit identification numbers and weapons to each. (If desired, identities can even be conferred on the Innocent Bystanders—''Granny Smith'', ''the Reverend Jones'', etc.).

The Untouchables Force: 4/3; 1S, 1A; 3×PST1, 4×SMG1, 1×SHG.

Eliot Ness (S)
Lee Hobson (A)
Cam Allison
Martin Flaherty
William Longfellow
Enrico Rossi
Jack Rossman
innocent bystander
innocent bystander

''Feds'' and the Good Ol' Boy Posse Force: 4/2; 1C, 1S, 1A; 3×PST1, 2×SMG1, 2×RFL7, 1×SHG.

J. Edgar Hoover (C)
Melvin Purvis (A)
Sheriff Joe Bob (S)
Frank Hamer
Matt Leach
Sam Cowley
innocent bystander
innocent bystander
innocent bystander

The Dillinger Gang: 4/2; 1S; 6×PST1, 3×SMG1, 1×SHG.

John Dillinger (S)
Tommy Carroll
Lester ''Baby-Face Nelson'' Gillis
Eddie Green
John Hamilton
Homer van Meter
Harry Pierpont
innocent bystander

The Ma Barker & the Boys Gang: 4/2; 1S; 5×PST1, 2×SMG1, 1×SHG.

''Ma'' Barker (S)
''Doc'' Barker
Freddie Barker
Alvin ''Creepy'' Karpis
Harvey Bailey
''Shotgun'' George Ziegler
innocent bystander
innocent bystander

The Floyd Gang: 4/2; 1S; 3×PST1, 3×SMG1, 2×HGN5.

C.A. ''Pretty Boy'' Floyd (S)
George Birdwell
Bill ''The Killer'' Miller
Adam Richetti
innocent bystander
innocent bystander
innocent bystander
innocent bystander

The Bonnie & Clyde Gang: 4/2; 1S, 1A; 1×LMG10, 5×PST1, 1×SMG1.

Clyde Barrow (S)
Bonnie Parker (A)
W.D. Jones
Buck Barrow
Ray Hamilton
innocent bystander
innocent bystander
innocent bystander

The units (including the Innocent Bystanders) are set up one at a time, rifle-side up, with the players alternating in placing their units until all have been placed onboard. The order of placement is determined by competitive die roll. No more than one

Good Guy unit may be placed in any one building (except that up to four may be placed in building N, the bank, although none may be placed inside the vault). No Bad Guy unit may be placed within five hexes of the bank building. Units placed together in the same hex must be from the same force/gang, and no more than two per hex. At least four units (including Innocent Bystanders) of each gang and force must be placed outside buildings. No unit may be placed closer than five hexes to a previously-placed unit of the other side (Good Guy or Bad Guy). All units must start standing.

D. VICTORY CONDITIONS: Basically, the winner is the player with the most money:

1. At game's end, each Bad Guy player gets to keep whatever money was carried off the mapboard by his own named units. In addition, all Bad Guy players may split (divide as evenly as possible) any extra money generated by Innocent Bystanders being hurt by the Good Guys.

2. At game's end, the Good Guys split as evenly as possible (assuming two Good Guy players) any money *not* removed legitimately from the mapboard by the Bad Guys.

☆

Horse Soldiers . . .

Buford and Devin and Gamble are not used in play. (Place Robertson on Hex I11, as per errata.)

UNION REINFORCEMENTS: Merritt enters at Hex A8 on Turn 20

CONFEDERATE SET-UP: As per the set-up found on page 12 of the Battle Manual.

CONFEDERATE REINFORCEMENTS: Imboden enters at Hex S1 on Turn 19

Jones and Robertson enter at Hex S1 on Turn 20.

SPECIAL VARIANT RULES:

1. Place the variant map in line with the *GETTYSBURG '88* map. For set-up purposes, both are used. At the end of each game turn, The Union player must always have as many cavalry/horse artillery units on the original game map as the Confederate player has. For each game turn he does not, the Union player must deduct one Victory Point from his total.

2. Only a player's cavalry units (including horse artillery, but not leaders) may claim control of a hex that contains VP on the variant mapboard. For VP purposes, any player whose cavalry unit (including horse artillery but not leaders) which claims control of a hex that contains VP on the *GETTYSBURG '88* mapboard is awarded double the printed value for it.

VICTORY CONDITIONS: Same as found in the Battle Manual under Rule 6a5.

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THE BATTLE OF DREWRY'S BLUFF
A New Scenario for LEE VS. GRANT
By Joseph Balkoski

The plan was brilliant on paper. While Grant's Army of the Potomac struck Lee in the Wilderness, Major-General Benjamin Butler's Army of the James would move up the river by gunboat and disembark at Bermuda Hundred landing, only 12 miles southeast of the Rebel capital of Richmond. In the Richmond-Petersburg area, the Confederates had only a scratch command of four understrength infantry brigades and a handful of militia—a woefully inadequate force to defend not only the capital but the critical Richmond and Petersburg Railroad as well. Clearly, Butler's 30000-strong army was large enough to take Richmond or Petersburg—or both—without any direct assistance from Grant.

The Army of the James consisted of two corps: X Corps under Major-General Quincy Gillmore and XVIII Corps under Major-General W.F. "Baldy" Smith. Unfortunately for the Union cause, relations between Butler and his two principal subordinates were abysmal. Gillmore and Smith, both West Pointers, regarded Butler as merely a political general with an inferior knowledge of the principles of war; Butler, on the other hand, considered his two corps commanders unimaginative leaders who fought war by the book. An example: after the war, Smith recalled the first time he and Gillmore offered Butler advice on the conduct of the campaign. "Gillmore and I united in a letter to General Butler, telling him that Petersburg must be taken from the other side [*that is, the south side of the Appomattox River rather than Butler's intended move on the north side*], and that he ought to bridge the Appomattox at the Point of Rocks so that we could cross there and get at Petersburg from the east," Smith noted. "Butler declined, and said he was not going to build a bridge for West Point men to retreat over. After that we offered no advice."

The Army of the James embarked at Yorktown on 4 May 1864. The main body landed at Bermuda Hundred the next day; Hink's division of the XVIII Corps—comprised of black enlisted men and white officers—disembarked on the south side of the Appomattox at City Point. "The James River will never again present such a scene as that of the 5th of May, 1864," Smith recalled. "An army of 40,000 men [*actually, more like 30000*] was afloat on its waters, convoyed by various vessels of the navy . . . It was a motley array of vessels. Coasters and river-steamers, ferry-boats and tugs, screw and side-wheel steamers, sloops, schooners, barges, and canal-boats raced or crawled up the stream toward the designated landing."

The Confederates offered little or no resistance. The Union troops promptly dug extensive entrenchments across the Bermuda Hundred neck, as well as at City Point. The Bermuda Hundred line was only two miles distant from the vital Richmond-Petersburg railroad. At that moment, the railroad was defended by a force of about 600 Southerners who had only just arrived from South Carolina. Butler was planning a foray to cut the railroad and advance directly against the Rebel James River strongpoint of Drewry's Bluff (also known as Fort Darling), but Gillmore and Smith were strongly opposed to such a move. Instead, they proposed to hold the Bermuda Hundred line with a small force while moving directly against Petersburg by crossing to the south side of the Appomattox River. Butler, however, rejected this plan—as explained in the excerpt from Smith above.

Butler's scheme would have worked had it been aggressively implemented. Instead, in the succeeding days the Army of the James advanced out of its Bermuda Hundred entrenchments piecemeal and failed to accomplish anything more than tearing up about a half-mile of track. Meanwhile, the Confederates had managed to scrape together almost 3000 men to oppose Butler; another 1000 or so were rushed from the Richmond defenses to Drewry's Bluff.

On 12 May (Turn 2 in the game), the Army of the James finally advanced en masse, minus one division from each corps, towards Drewry's Bluff. Unfortunately for Butler, the one-week grace period provided for the Confederates since the Union army's initial landing allowed the Rebels to concentrate more than 18000 men in the area. With the ratio of forces now almost even, the Confederate leader (General P.G.T. Beauregard) was determined to take the offensive and crush Butler's army between a Rebel pincer from the north—led by himself—and another from the south under the command of Major-General William Whitting, who currently occupied Petersburg.

The Army of the James moved at a snail's pace, advancing only about five miles northward in four days. Beauregard attacked at dawn on 16 May (Turn 3). A major battle ensued in which Butler lost more than one-quarter of the four Federal divisions engaged in the fighting; Beauregard's troops suffered about a 14% loss. Butler was beaten but not routed. He decided to retreat anyway, and by the next morning the Army of the James was back in the Bermuda Hundred lines. Whiting's failure to move his Rebel troops north from Petersburg and attack Butler's rear allowed the Army of the James to retire

unmolested. According to Grant, Butler's army, "though in a position of great security, was as completely shut off from further operations directly against Richmond as if it had been in a bottle strongly corked."

In *LEE VS. GRANT*, Butler's dilly-dallying from 5 through 12 May is simulated by not allowing the Union player to activate Smith or Gillmore for the first two turns of the game. The Union player may begin to use the Army of the James only on Turn 3, when Smith and Gillmore may be activated without restriction. This new scenario, which should be possible to play to completion in less than an hour, simulates Butler's advance from the Bermuda Hundred line on 12 May. His objectives are Drewry's Bluff and Petersburg. Only Basic Game rules should be used. The scenario is considered to be taking place on Game Turn 3 (May 14-18, 1864).

12.7 Scenario 7: The Battle of Drewry's Bluff
UNION SET-UP

LEADER	CORPS COMMAND	STRENGTH MARKER COMBAT/MANPOWER VALUE	HEX
Smith	XVIII	4	5019
Gillmore	X	5	5120 (Port Walthall)
Ames	X	2	5120 (Port Walthall)
Hinks	XVIII	1	5318 (City Point)

CONFEDERATE SET-UP

LEADER	CORPS COMMAND	STRENGTH MARKER COMBAT/MANPOWER VALUE	HEX
Hoke	Richmond	1	4720 (Drewry's Bluff)
Colquitt	Richmond	1	4721
Whiting	Richmond	1	5522 (Petersburg)
Ransom	Richmond	2	4219 (Richmond)

GAME LENGTH
One Game Turn (Game Turn 3)

SPECIAL RULES
1. No entrenchments may be built by either player during the 1st Action Cycle. They may be built in the 2nd and 3rd Action Cycles.

VICTORY CONDITIONS
The Union player gains or loses Victory Points (VP) for the following occurrences:

VP	REASON
+4	If at least one Union leader ends the game in Drewry's Bluff (4720)
+4	If at least one Union leader ends the game in Petersburg (5522)
+4	If at least one Union leader ends the game in Manchester (4320)
+1	For each point of Confederate Manpower value lost
+1	For each Confederate Garrison marker eliminated
−1	For each point of Union Manpower value lost
−2	If at least one Confederate leader ends the game in Port Walthall (5120)

At the end of the game, the Union VP total is calculated and the players consult the chart below to determine the winner.

UNION VP	WINNER
+6 or more	Union Decisive Victory
+4 to +5	Union Substantive Victory
+2 to +3	Union Marginal Victory
0 to +1	Confederate Marginal Victory
−2 to −1	Confederate Substantive Victory
−3 or less	Confederate Decisive Victory

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BRINGING US ALL TOGETHER
Competitors, Socializers, and Dreamers
By Patrick Carroll

Richard M. Nixon campaigned for president with the vow that he would put an end to the polarization that beset our country, and "bring us all together". In the end he succeeded, ironically, when all sides joined together to confront the Watergate nightmare. Hopefully the following article will find an audience less polarized to begin with, and will succeed in "bringing us all together" in a more pleasant way.

Over the years there have been a lot of articles about *games* in The *GENERAL*. But what about the *gamers*? The nature of the players in a game whether it be multi-player, two-player, or even solitaire—bears as much importance as the nature of the game itself. In fact, the game and its players are inseparable, and to examine one without considering the other is to see a distorted picture.

For instance, anyone who has played a multi-player game like *DIPLOMACY* or *CIVILIZATION* knows full well that superior strategy and tactics alone do not automatically lead to victory. On the contrary, a player who is too devious for his own good may find that he has alienated the other players and ends up making his situation on the map worse. As the popular image of World War II shows us, a group of ill-prepared "good guys" can successfully get together and beat the fanatical and technologically superior "bad guy". Those who regard *CIVILIZATION* as a pleasant social pastime will often band together, consciously or unconsciously, to put a competitive, militaristic player "in his place".

But while the importance of players' idiosyncrasies is clear in multi-player games, does it really hold true for two-player games? For solitaire? I believe it does. And because it does—and because we don't usually recognize that it does—we often find it difficult to understand why we react the way we do to each other and to the games we play together. When examining a game in isolation (as in so many articles in The *GENERAL*), without considering the players (including ourselves and our own talents and preferences), we see a distorted picture. Yet we believe the picture to be true, act accordingly, and suffer the consequences.

Take chess, for instance. Years ago I was very interested in chess, so I studied it. I read books, practiced endgames, memorized openings . . . and after a while I felt that I had a pretty good grasp of the game. So I put it to the test against live opponents. Now, as it happens, the players I knew had never studied chess; they played "just for fun" and knew next to nothing about the finer points of strategy. So, having studied the game myself, I was able to quickly recognize their mistakes and take advantage of them. Proud of myself, I anticipated easy victories, progress to championship play and, ultimately, mastery of the game. But alas, that was not to be my destiny. In fact, I lost as many games as I won, even when playing against novices. How could that happen?

The sad fact is that my mind was relatively weak when it came to solving problems in sequential logic. I did great when it came to memorizing openings and endgames, or grasping abstract concepts of strategy. But during the midgame, when it was a question of "if I do this, then he'll be able to do that, and then maybe . . . ", I broke down. In nearly every game I played, I was able to set up a brilliant opening position; but often as not, I'd lose it through one or more blunders in the midgame.

Had I been a very disciplined, competitive sort of chess player, I might have begun concentrating harder on my midgame at this point in an effort to overcome my weakness. But I played chess mainly to *enjoy* it—and to me, playing well was not important enough to justify the extra effort I'd have to put into it. So, realizing that chess was no longer any fun for me, I finally quit playing. A friend of mine, on the other hand, is my opposite in many ways. He continues to play chess, to enjoy it, and to *win*—even though he scoffs at books on strategy and regularly violates principles of sound play.

The point of this little story is that each individual player—of any game—has his own unique set of strengths and weaknesses, likes and dislikes. Your ability to recognize these patterns in yourself and in your opponents is crucial to both enjoying and winning the games you play. This article will examine what kinds of *players* there are, and how they interact.

Drawing upon my own gaming experiences, having played all kinds of games for most of my 34 years, I've narrowed the types of game players down to three general categories. While it's never a good idea to take labels too seriously, they can be essential if one is to clearly grasp a concept. So, for purposes of this article, the three types of gamers are the "Competitor", the "Socializer", and the "Dreamer". These categories are not meant to be definitive; they are just tags I use to explain my views of the gaming world and the players I meet who comprise it. The reader should feel free to rename or redefine, reduce or augment these terms as he sees fit.

Within these three broad categories are what I call "levels of dedication". These range from the immature, desultory wargamer to the hard-core gaming fanatic, from the novice to the expert. Not all fanatics are experts, of course, nor are all immature gamers novices (as we shall see). Let's take a look at each of the three types of gamer, and at the levels of dedication within each category. As you read along, ask yourself how you and the gamers you know fit into these categories. At the end of the article, we'll look at some ways this information can be used to make wargaming a better experience for everyone.

The Competitor

The Avalon Hill Game Company has seemed over the years to base its philosophy on the assumption that most gamers are, or ought to be, Competitors. Thus, the AREA rating system, the tournaments at ORIGINS conventions, and all those articles in The *GENERAL* on how to win. Personally I doubt that most gamers are, or even want to be, Competitors. But be that as it may, let's look at what a Competitor is.

The Competitor plays a game to win. He regards games as challenges to the intellect, and sees his role within that context as being to play to the best of his ability. Therefore he mentally strips the design of all its "frills" and boils it down to cold, hard logic. Once he has done so, he can proceed to analyze the essence of the game and devise a winning strategy. The Competitor presumes, usually, that his opponent is—or should be—doing the same thing he is: analyzing the situation, devising the best strategy, and making the most logical moves.

Among Competitors, the three levels of dedication can be viewed simply as levels of expertise. There is the *novice*, who has yet to thoroughly analyze a game; the *average player*, who has analyzed the game but is still working to find the winning strategy; and the *expert*, who has developed a winning strategy and is now just fine-tuning it and chalking up victories. A Competitor may, of course, be a novice at one game and an expert at another. Relative levels of dedication among Competitors can, therefore, be measured by the *number* of different games each has become expert at.

The Socializer

Here is a player who likes people more than games. And, in my view, this accounts for the vast majority of gamers in the world—which may be one reason that Avalon Hill has diversified its titles so much in recent years in an effort to survive and prosper. Many people enjoy sitting down with family or friends to play an interesting game; but few people, when they do this, have much love for a player who plays *too* well and always defeats the others.

The Socializer enjoys the company of fellow gamers. He regards games as an excuse for getting people together socially, or as a catalyst for conversation. He sees his responsibility within this context as being friendly and interactive, providing a pleasant atmosphere at the gaming table and using the game to get people to interact in ways they might not in "real" life. Gaming, for the Socializer, is something of a catharsis in that it breaks down inhibitions and gives everyone an opportunity to be silly, underhanded, aggressive, carefree—or to play whatever role they might enjoy or feel a need for. The Competitor plays to win, but the Socializer plays just for the sake of playing.

The Socializer, therefore, regards other *players* as the primary focus, the game itself being secondary. He expects other players to feel the same way, interacting socially and placing less emphasis on winning or losing. In fact, since the concept of winning or losing tends to polarize participants, and thus interfer with social interaction, the Socializer is often just as happy to leave a game unfinished and call it a draw. Most Socializers prefer multi-player games—partly because "the more the merrier", but also because such games usually encourage some cooperation among allies. Socializers love cooperation.

Among Socializers, the levels of dedication have less to do with expertise than with frequency of play. There's the *occasional gamer*, who gets together with friends every so often; the *regular gamer*, who may meet with a group or club once a week or so; and there's the *avid gamer*, who plays every chance he gets and also has a few play-by-mail games of *DIPLOMACY* going to fill the interim times.

The Dreamer

I could've chosen a more accurate label for this type of gamer, I suppose. The term "dreamer" is intended to be somewhat tongue-in-cheek, and I use it mainly because it describes how Competitors and Socializers tend to view this more sensitive, imaginative type of player. I apologize if the label offends anyone; but perhaps it will serve as a reminder that we should not take these labels (or any labels) too seriously. Moreover, I consider myself about 65% Dreamer—and I'm proud to say so.

The Dreamer loves the very "frills" that the Competitor discards. If the Competitor plays to *win* and the Socializer plays to *play*, the Dreamer plays

to "lose"—that is, to lose himself in the simulation, becoming imaginatively engrossed in the unfolding scenario on the game board. The Dreamer avoids dry, abstract games like chess, and prefers detailed simulation games—usually the more detailed the better. He cares little about the probability analyses of various *ASL* tactics; however, he just loves to move tanks and squads across the board, watching gleefully as a machinegun position is set up in a stone building or an artillery bombardment breaks up a company. In short, the Dreamer's attitude towards games is childlike. He views games as stimuli for the imagination. To the Dreamer, a game represents a gateway to a world of healthy escapism, where the player can be a general, a squad leader, a pirate, a wizard—where he can let his dreams flow free.

The Dreamer would generally prefer it if other players were doing the same thing he is—imaginatively losing themselves in the details and "frills" of the design, participating fully in the artificial reality of the game-world. But, being especially sensitive and insightful, the Dreamer knows better. He is painfully aware that his opponent or teammate may be a Competitor or Socializer and that, to them, this marvelous simulation is merely a "cute" (or "clever" or "challenging") game.

The levels of dedication among Dreamers are based on the activity-level of their imagination. They range from the *dabbler*, who likes to set up a game and play a few turns now and again (often solitaire); to the *involved* Dreamer, who delves into games on a regular or constant basis (partly to combat stress, but largely for the imaginative thrill); to the *fanatic*, who not only plays games but also reads extensively on subjects covered by the games he enjoys most, be they historical or fictional.

Further, Dreamers tend to fall into two subcategories, which are the same as one finds in literature—fiction and nonfiction. Perhaps this is because we Dreamers also tend to be avid readers and writers. At any rate, those Dreamers who prefer nonfiction usually limit themselves to "true wargames"; they like historical subjects, and they equate realism with historical detail and minutiae. Fictional wargames such as *BLITZKRIEG* leave Dreamers of nonfiction unsatisfied, and they certainly balk at science-fiction or FRP titles. The other subcategory of Dreamers—those who love fiction—are often bored by historical subjects and prefer games that give free rein to their active imaginations—*DUNE, STARSHIP TROOPERS, RUNEQUEST, MERCHANTS OF VENUS*. These Dreamers equate "realism" with vividness of the simulation (i.e., how close it comes to making the player feel that he's really there). Among Dreamers—because they get so involved with the subject of the game—these two subcategories are often mutually exclusive. More on that later.

So, now that we've labeled and defined the three types of gamers and their levels of dedication, what good is it? How can we use this information to make wargaming a more rewarding hobby?

First and foremost, we can simply accept the fact that we're not all alike and we don't play games for the same reasons. If this article accomplishes nothing else, I hope it might alleviate some of the friction that arises too often between different types of players. How often does a Competitor scorn an opponent who doesn't play well but spends a lot of time on each turn? It may well be that his opponent is a Dreamer, and only enjoys the game when he can take his time and get deeply involved in visualizing it. How frequently does a Socializer feel that his multi-player game is being ruined by an overly aggressive player who intimidates all the others? Well, maybe that player is a Competitor who only understands the game in terms of winning and losing. And how often does a Dreamer resort to solitaire play because his opponents tend to rush him

when he wants to take time to get involved in what he's doing? Simply recognizing the fact that, as individuals, we enjoy games in different ways can do much toward improving our overall enjoyment of the gaming experience.

Another thing this knowledge can do is give us something specific to ask when prospecting for opponents or co-players. Since, as I mentioned, I'm about 65% Dreamer, I try to sound out my potential opponents before we agree to play. If they're strong Competitors, I tell them up front that I tend to be slow, that I'm not a great player, and that I like to take the time to really get involved in a simulation. To Socializers, I explain that I love games but that I'm not a lively gamester; I'm quiet, and I tend to get wrapped up in my own thoughts, often philosophizing about the "deeper meaning" of game-world events. Sometimes the subject abruptly changes at this point and we decide to go to a movie instead. But that's good—because we may well enjoy a movie together, while gaming might have been a disaster for us.

A Socializer organizing a multi-player game might do well to tell potential Competitors, "We play just for fun, and sometimes don't even finish the game." He might also be able to tell potential Dreamers, "It's a fast-moving game; and since we only have the afternoon to play, we just like to keep it moving . . . we have a lot of fun but don't get too involved."

Competitors can spell out their preferences in advance, too. They can make it clear that they love logic and play to win. To a Dreamer, the Competitor might say, "reading about a battle or campaign is fine, and so is watching every movie about it; but when I sit down to play a game, I cut through all the crap and play to win." To the Socializer, he might say, "You can have your beer and pretzels and chat all you like, but I hope you'll excuse me if I concentrate on the game; it's important to me to play well, and to do that I need to focus on strategy and tactics."

Another use for this information is that it can help you choose the "right" game for the situation you find yourself in. If you're a Dreamer and you know your opponent is a Competitor, you probably don't stand much of a chance of getting him to join your *RUNEQUEST* group. But on the other hand, you shouldn't have to suffer through a rated tournament game of *THIRD REICH*. Knowing each other's preferences, you should be able to arrive at a compromise— maybe a game of *MERCHANT OF VENUS* or *UP FRONT*.

This goes for solitaire gamers too. If you're a Competitor, you may like the games that are specifically designed for solitaire play—*B-17, RAID ON ST. NAZAIRE*, and *PATTON'S BEST*—as well as the solitaire systems that have been devised for other Avalon Hill titles. Those systems provide a genuine challenge to the player and clearly measure how well he meets that challenge. But if you're a Dreamer, even though you appreciate the vivid simulation these games have to offer, you might find it annoying to put up with the mechanics and record-keeping of this type of solitaire play. And if you're a Socializer (yes, Socializers play solitaire too—as a last resort), you prefer to play against an opponent —even if only yourself. So you're better off finding a two-player game that lends itself to solitaire play, where you can play both (or all) sides against each other. There are only a few Avalon Hill games that do not lend themselves to this type of play— and even these can be modified to suit the player's taste.

There's also room for compromise in the *way* you play a game. A Competitor *might* be persuaded to join a *RUNEQUEST* group, provided the gamemaster sticks close to the rules, provides a competitive challenge, and gives each player a "score" at the end of the game to represent his relative success. Even a Dreamer who prefers non-

fiction might want to participate, provided the scenario involves historical characters (Vikings, maybe) rather than mythical ones (such as Elves). And in *ASL*, for instance, the Competitor can hone his skills while his opponent, a Dreamer, loses himself in the vivid simulation.

A Socializer who invites five or six new friends over for a game of *CIVILIZATION* should realize that at least one other player will be a Dreamer, and at least one will be a Competitor; therefore, he should expect one or more players to spend time talking about history or making up imaginative "alternate histories"; an he can expect one or more players to carefully count cards and plot a winning strategy. In this type of game, such diversity is usually a positive thing; but if it gets out of hand, the Socializer can politely change the subject when a player gets carried away with his "dreaming" or he can interject a lighthearted remark or two to loosen up fierce competition.

One thing that ought *not* be done with this information is to carry the labels to an extreme. True, there are a few extremists out there, but they're the exceptions to the rule. I've never met a pure, 100% Competitor—someone like the Tin Man in *The Wizard of Oz*—who has no heart but plays *only* to win. Nor have I ever met anyone who was all Socializer or all Dreamer. We all have within us characteristics of all three types—that's why we're able to get along and understand each other as well as we do. Our differences are only a matter of degree. It would be very sad if this article inspired some readers to divide themselves into isolated camps and limit their gaming to "their own kind". As individuals, we're different one from another; but we're also very much alike. There's plenty of room for cooperation, compromise, understanding, and fun.

On the other hand, if you are a "closet" Dreamer, fearful of being "found out" by a world of fierce Competitors, stand up and be counted! You'll be surprised to find that there are a *lot* of Dreamers around, and that there are more Socializers than Competitors in our world.

I have yet to discuss the "levels of dedication" within each player-type much. I mentioned these mainly to point out the futility of limiting gaming to "our own kind" in an effort to avoid incompatible opponents. Even among players of the same ilk, there can be significant differences—and these can make or break the enjoyment of a game. But players of the same general type may differ, and yet find ways to cooperate to make gaming a richer experience for each other.

The "levels of dedication" can be used, once you've clarified your player-type and your opponent's, to fine-turn your understanding. Once you've established that your prospective opponent is a Competitor like yourself, don't just leap headlong into a game of *THUNDER AT CASSINO*. First ask if he's a novice, an average player, or an expert. If you're both at the same level, you can treat each other as equals; but if you're an expert and he's a novice, it'd be impolite for you to just gleefully trounce him. Instead, you might consider either taking a handicap or establishing something of a teacher-student relationship. Either of these solutions will make learning and winning the game more rewarding for you both. When playing a comparative equal, it's often hard to tell whether your victory was due to superior skill, or to some combination of luck and differing styles of play. But when you take a handicap, or cast yourself in the role of teacher, the elements of skill stand out in sharper contrast. Teaching a novice, therefore, is an excellent way to hone your skills; so is playing against an expert and observing his reactions to your moves. But before you can benefit from this type of relationship, you first must establish the basis for it . . . by accepting your different levels of dedication.

Among Socializers, it's not uncommon for an avid gamer to become frustrated with the occasional gamers in his circle, and vice-versa. Just when you think you've got six or seven good players together for *CIVILIZATION*, one fails to show up on the scheduled day, two others have to leave early, and of the ones that remain only one expresses any enthusiasm about getting together the following weekend. Well, we each have our own schedules and priorities in life, and there's not much you can do to convince a baseball fan that *CIVILIZATION* is more important than the World Series. But what you can do is sound out the other players before organizing the game; find out just how enthusiastic they are, and how often they'd like to play. Then, if you're not satisfied, you can keep looking for more avid gamers. Conversely, if you're an occasional gamer, let the others know that right away before they start burdening you with annoying and unrealistic (by your lights) demands on your time. Once everyone has declared his level of dedication, a gaming schedule can be established which suits everyone's needs. The full-sized games will usually devolve upon the schedules of the occasional gamers in the group; but the fewer-player versions can often be scheduled for interim dates, to meet the needs of the more avid gamers. Alternatively, shorter versions of the games can be played (or devised) so that even occasional gamers can fit them into their busy lives. This problem of scheduling arises in nearly every group of Socializers, but all too seldom are the foregoing solutions accepted, simply because the people don't make clear their levels of dedication. What instead happens too often are misunderstandings and resentment, hardly what we took up our hobby for.

Dreamers need to communicate their levels of dedication as well. A dabbler would most likely be overwhelmed if he showed up for a session of *MAGIC REALM* to find all the other players in costume and speaking to each other in a Tolkienesque or pseudo-medieval slang. Similarly, the dabbler would probably be bored stiff if his *BULL RUN* opponent took an hour for each turn and spent most of that hour reciting the historical facts and figures of the campaign. To avoid shocking or alienating a fellow Dreamer, it's best to find out just how intense his "dreaming" is. If you're a real fanatic and your prospective opponent is a dabbler, it's probably best to keep the costume in the closet and the history books on the shelf until after you've broken the ice with a friendly game or two.

Before I close, I'd like to answer the question, "What about the Historian, the Military Enthusiast, the Hobbyist—aren't these player-types too?" In my opinion, no they are not. I know a lot of people who got into wargaming because of an interest in history or militaria, and some who developed an interest in these subjects as a result of their gaming. But when a Historian sits down to *play* a game, he'll tend to play like anyone else—like a Competitor, a Socializer, or a Dreamer. The same goes for the Military Enthusiast or the Hobbyist.

If an individual chooses to call himself a "Historian", "Military Buff" or "Hobbyist", that's fine with me. But as far as I am concerned, these terms tell me only that the person's interests extend beyond gaming into the area(s) specified. I still have to ask what kind of *player* he is—Competitor, Socializer, Dreamer—before I can rate our chances of enjoying a game together. I've generally found that those who call themselves Historians tend to be Dreamers when they play (though they strongly prefer historical titles to fictional-based games); that those who call themselves Military Buffs tend to be Competitors; that those who call themselves Hobbyists tend to be Socializers. But these generalities don't always hold up; each individual *is* different.

While, for my purposes, I don't recognize any general player-types besides the three I've described, I do recognize that there are many possible subcategories. Dreamers, as I've already mentioned,

have their "fiction" and "nonfiction" desires to contend with. Even if a Dreamer has found someone who enjoys simulation games as much as he, and in the same imagination-packed way, he still has to ask *which* games the other fellow likes to play. The conservative history buff may be a world apart from the liberal fantasy-roleplayer, even though both indulge in a lot of visualization when they play their respective kinds of games. Among "nonfiction" Dreamers, there may even be sub-subcategories; one player may adore the colorful Napoleonic era, while another can't stand it.

Such subcategories no doubt exist among the other player-types too. While it's beyond the scope of this article or my intent, the reader would do well to consider their existence for himself. Just to provide some food for thought, there are Competitors who are fond of grand strategy but dislike the tactical-level games; these gamers prefer to focus on strategy and be free of all the detail that tactical games usually involve. Some Socializers love *DIPLOMACY*; others distain it as compelling players to be too competitive and underhanded.

Therefore, while this article may provide a starting point for some thought, it still leaves a lot to be learned through actual experience. It's a good start to find out whether your new opponents are Competitors, Socializers, or Dreamers; then find out their level of dedication. At that point, you'll have a fair idea of where you stand in relation to them (provided you can judge your own preferences honestly). But don't stop there. Each individual is unique and has his own peculiar set of likes and dislikes, strengths and weaknesses, far beyond what can possibly be encapsulated in this article or any other. getting to know other players is a lifelong learning experience, and an integral part of the gaming hobby.

If this article inspires the readers to look up from the game board from time to time and pay as much attention to the *players* as they do to the game, it will have well served its purpose. If it fosters greater cooperation and understanding between gamers who enjoy our hobby in different ways, then it will have served a greater purpose. (And if it brings about world peace, freedom from want and an end to pollution—well, we'll all be very surprised won't we and I'll get the Nobel Prize.)

May you always find the self-esteem to enjoy gaming in your own way, the wisdom to let others enjoy gaming their way, and the understanding that it takes all of us together to share the excitement and to keep our hobby going strong. ☆

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tinentals can reach there, and a 33% chance that they will be halved in doing so. Even if they make it and win the battle, they will be promptly overwhelmed by the supplied English reinforcements. These have a 66% chance of in turn reaching the scene. On Turn 2, the army should concentrate at Richmond and make Charlottesville untenable to the enemy. On Turn 3, it should be seized. For the next three turns, the English must concentrate on eliminating American SP. The two artillery units and two supply units should be guarded for later—occasionally desperate —use. Starting on Turn 7, the English player should maneuver to avoid the enemy. On the last turn, the British should concentrate on a port where the reinforcements enter and entrench (although, if you've lost your artillery and the French have theirs, don't entrench). In the one last battle, hopefully you'll win out—especially if you've caused enough damage to the enemy previously. And stay out of the peninsula.

But the real jewel of the game *1776* lies in the Campaign Games. These bring forth the full flavor of the design, making it one of the best games

around. In essence, the British must strike quickly to crush the rebellion. On the first turn, the English must seize New York. They then entrench and wait out the winter; no further attacks should be made from either New York or the fortress at Quebec until Turn 5. The first English reinforcements go to either Norfolk, Philadelphia or Savannah—depending on which region you wish to concentrate on first. When the fifth turn reinforcements arrive, they should rapidly move towards Montreal (by bateau if possible). After Canada has been secured, Fort Ticonderoga should be taken. And on the same turn, Tories and Indians strike at Fort Stanwix. The bulk of the New York garrison, when reinforced, lurches out towards Albany on Turn 6. With everything cleared out of the way, these three prongs close on Albany. Troops can then move by sea to Philadelphia and overland to Wyoming. The conquest of the Middle States area should be complete by Turn 9. Then a flanking force of about ten SP guards the south while the main force invades New England. On the tenth turn, Springfield and Hartford should be seized. Three armies then spread out towards the rest of New England's strategic towns. By the close of the first year, the two northern portions should have been captured. After that, a long campaign of conquest of the south—featuring forces landed by sea on the coasts and any excess units not needed for garrison duty coming from the north—can bring final victory before the French enter the scene. (This same strategy is used in both Campaign Game 1 and Campaign Game 2.)

In the third Campaign Game, assemble your Canadian army at Montreal on the first turn. Meanwhile, prepare to evacuate the troops at Newport. If the opportunity presents itself, attack the Continentals around Philadelphia and, at the very least, keep them occupied to prevent a move north to reinforce the most important front. On the second turn, start a three-pronged advance from New York, Montreal and Oswego moving towards Albany. As before, this maneuver is key to your game-plan and certain risks must be taken. Don't forget, however, the mistakes the historical British commanders made and take needless gambles. By Turn 4, by attacks on the corridors, all of the Hudson Valley objectives should have fallen. The Philadelphia force will likely be occupied until Turn 6 just fighting off the Continentals and completing the conquest of Middle America. Meanwhile, you may as well attack Hartford and Springfield from New York, and Norwich from the eastern shores of Lake Champlain. Quickly march or ship troops to both Boston and Newport, and kill any pesky Americans left in reach (in New England). It is to be hoped that this is accomplished by the end of Turn 6 to eliminate enemy reinforcements in both the New England and Middle States regions. If the French do not enter until August, they will be too late to save the rebellion. If they do land, and a choice must be made, attack French units first since they cannot be replaced. And sea battles must rage as you seek to sink their ships and retain mastery of the waterways. Once the naval war has been won, seize one southern city and wait for reduction. Then pursue the usual tactics in mopping up the southern areas.

So, to face down the Americans is a task the British Army in *1776* is both able and ready to accomplish. With a wealth of Regulars, stiffened by militia, dragoons and Indians, liberally supplied and controlling the sea routes, it can defeat the Rebels and occupy the strategic towns—first securing the north, then moving south to crush the last vestiges of revolt. However, care must be taken not to disperse your efforts too much, yet some risk must be taken to accomplish this before the entry of France and the balance of power start to shift. If the French arrive and sea transport is curtailed, resign yourself to a long war—with no guarantee of winning. ☆

REACHING THE WORLD

Area News

BY DONALD S. BURDICK

This is the first installment of a planned regular column covering AREA happenings. It will carry news and views, based on the principle that serious competition can be fun—especially when it's well publicized. I'll be reporting on AREA activity, with emphasis on championship play and games involving the AREA Top 50 (see the usual listing elsewhere in this issue). Look for more details on our plans in future issues.

For this first column, the major news is the formation of a "ladder" system for championship play in *BULGE '81*. Here's how it happened. When the announcement of my victory in the AREA *BULGE* tournament appeared in Vol. 24, No. 6 of The *GENERAL*, two veteran gamers (Dale Garbutt and John Grant) both responded to the invitation for challengers. We agreed, with Avalon Hill's approval, to organize a *BULGE '81* ladder system which would permit other AREA gamers to join the fray later, if and when they decided to participate.

The ladder system operates in rounds. Each consists of two-game matches corresponding to the rungs of the ladder. The top rung is a match for the title between the current champion in Position #1 and the top challenger in Position #2. The winner of the match becomes the defending champion for the next round. The match winners from the other rungs all advance one rung for the next round. For all rungs except the bottom-most, the match losers drop one rung for the next round. Participants may withdraw at the end of any round. The only penalty for withdrawal at the end of a round is loss of position on the ladder.

Dale's higher AREA rating gave him the right to challenge for the title. John began in Position #3 on the ladder. Subsequently, John Malaska (author of the recent piece on the game in Vol. 25, No. 3) wrote to express an interest in competing for the *BULGE* championship, so he was added to the ladder in Position #4. The Burdick-Garbutt match began on 15 February 1989. At the time this is being written, the Grant-Malaska match is about to get underway. Other AREA members who might like to join are encouraged to apply by writing to Don Greenwood at Avalon Hill. Participants will be added on a first-come, first-served basis. If several applicants are received at the same time, AREA ratings will be used to determine positions on the ladder.

This detailed description of the *BULGE* ladder system has a two-fold purpose. One, of course, is to encourage further participation in the on-going *BULGE* championship play. The other is to stimulate formation of ladder systems for competition in other games.

A case in point is the *D-DAY* crown. Preliminary discussions have already occurred about the feasibility of forming a ladder system for *D-DAY*. The AREA tournament in

D-DAY is still not finished, but that doesn't necessarily require that we delay the start of the *D-DAY* ladder. Kevin McCarthy and I are engaged in a two-game match to decide the championship. One possibility would be to start the ladder immediately with the McCarthy-Burdick match as the top rung. When and if the *D-DAY* ladder gets started will depend on the level of interest. AREA members who would like to participate in a *D-DAY* ladder should write to Don Greenwood.

Obviously, similar possibilities exist for the other games represented in the *AREA PBM Championship Tournament*. As with *BULGE '81* and *D-DAY*, the initiative will have to come from the participants themselves. You can indicate your interest by writing to challenge for the championship. If only one person wants to challenge, there's no need to set up a ladder. If, however, several write, they can form the nucleus for establishing a ladder (or even some other system they might agree upon).

In thinking about setting up a ladder, an important feature to keep in mind is the need for a good tie-breaker system to determine the match winner in case of a split victory in the two games. Another important feature is the need for a good time-control system. Time control was the bane of the original AREA tournaments. For the *BULGE* ladder, we are using a modification of the chess clock method described in Tom Oleson's "Code of Conduct" article (Vol. 25, No. 2), and it seems to be working well.

Whether it involves a ladder system or some other structure, organized activity for AREA competition can count on receiving publicity in this column. As I said at the beginning of this column, serious competition can be fun. An important part of that fun is seeing your accomplishments recognized in print.

For 15 years, the AREA (standing for "Avalon Reliability, Experience and Ability") has provided a system to rate player performance in the best of Avalon Hill's extensive line of wargames. In 1989, the system was revised to correct some shortcomings, and take into account the growth in popularity of multi-player games (which had heretofore not been eligible for rated play). These changes were set forth, along with a revised "Code of Conduct," in articles that appeared in these pages back in Vol. 25, No. 2. Current membership fees are $6.00, paid but once. For those interested in joining the AREA, it is suggested that they contact Don Greenwood, c/o The Avalon Hill Game Company, for more details.

Play-by-mail kits for a number of Avalon Hill's "classic" games have been devised to facilitate postal play. PBM Kits take the form of Order-of-Battle pads and maps; special CRTs, rules and other materials—enough to play dozens of matches—are included. ☆

AREA TOP 50 LIST

Rank	Name	Times On List	Rating	Previous Rank
1.	K. Combs	66	2563YOW	1
2.	D. Burdick	65	2307HHP	2
3.	J. Kreuz	60	2190IGR	3
4.	B. Sinigaglio	51	2179GIJ	4
5.	J. Beard	55	2143IIR	5
6.	J. Noel	19	2118EDJ	6
7.	P. Siragusa	60	2114FHL	7
8.	P. Flory	42	2074EHL	8
9.	E. Mineman	36	2073DFG	9
10.	P Gartman	31	2030HHK	11
11.	D. Garbutt	64	2026HJQ	10
12.	P. Landry	40	2019HIO	12
13.	S. Sutton	32	2016GHO	17
14.	R. Beyma	41	2014DDG	13
15.	B. Remsburg	49	2005HIR	15
16.	T. Deane	18	1998FCB	16
17.	C. Corn	15	1995FEA	19
18.	G. Schnittker	13	1983DFJ	18
19.	R. Berger	6	1964DEF	20
20.	J. Spontak	10	1963DCE	21
21.	L. Barlow	13	1960JKV	22
22.	D. Mattson	8	1955LKX	25
23.	R. Shurdut	11	1951GHM	23
24.	J. Eliason	14	1937FIM	28
25.	F. Reese	46	1931IDJ	26
26.	E. O'Connor	25	1923GHN	26
27.	H. Newby	31	1915VKQ	14
28.	M. Frisk	20	1914DFJ	33
29.	D. Kopp	11	1902GJO	31
30.	P. DeVolpe	3	1892DFE	41
31.	B. Schoose	5	1891GIM	30
32.	K. McCarthy	20	1882DFZ	32
33.	B. Salvatore	33	1871GKO	34
34.	T. Oleson	75	1858ZZZ	24
35.	D. Greenwood	1	1851GCK	—
36.	F. Preissle	63	1850MOZ	35
37.	J. Campbell	3	1845FED	38
38.	W. Scott	63	1817MKW	39
39.	E. Miller	13	1812HKR	40
40.	M. Cox	1	1808GDA	—
41.	G. Smith	20	1799FGM	37
42.	J. Lutz	11	1795HGP	42
43.	M. Mitchell	3	1786FHM	44
44.	L. Carpenter	11	1781CEF	45
45.	J. Cox	1	1781CEA	—
46.	R. Costelloe	6	1774CEH	47
47.	K. Blackwell	3	1767HGB	48
48.	S. Koleszar	2	1754CBB	50
49.	M. Gutfreund	1	1752CDH	—
50.	M. Simonitch	4	1748EFH	46

MEET THE 50 . . .

Mr. James Lutz is 42, single, holds a PhD and works as a college professor in Fort Wayne, Indiana.

Favorite Game: GUNS OF AUGUST
AREA Rated Games: GOA, DDD, FE, TRC, VITP, WAS, AK, 3R, PL among others
AREA W-L Record: 33-13-3
Gaming Time/Week: 10 hours
Hobbies: Reading, Stamp Collecting, Sports
Pet Peeve: Rules mongers who put winning above sportsmanship
% Time PBM: 80%
Play Preference: PBM

Mr. Lutz points out the most important benefit of wargaming:

"Gaming has provided me with many enjoyable hours of diversion since 1977. More importantly, I have made friends over the years who have remained good friends to this day. Gaming can be a strong bond (although at least one wife thinks we are crazy to play until 6AM in the morning)."

FREIGHT TRAIN
A RAIL BARON Variant
By Kenneth Waido

RAIL BARON is an exciting and challenging game of strategy. It is also an excellent game which wives, friends and relatives are easily induced into trying their hand at. (''Induced?''—My relatives refuse to leave until they've played at least one game of RAIL BARON.) Despite its excellent qualities of being easy to learn and offering different strategies, the game does suffer from the length of time required to play it to conclusion. By the time the kids have been bribed with popcorn and coke and finally put to bed, it's close to 9:00 PM. Starting RAIL BARON at that hour almost assures either a 2:00 AM bed time or an unfinished game. Neither sounds too thrilling to me.

Yet another problem I have always had while playing RAIL BARON deals with the game mechanics of random die rolls to determine destinations. Rolling a destination like Miami, when the nearest rail line you own is the Illinois Central has always bothered me. I've often cra¡de out, ''Why should I go to Miami? I don't like sand; I don't like oranges; and I don't speak Spanish!'' It strikes me that rail magnates would have more control over their routes than this.

The purpose of this article is to offer RAIL BARON fans a variant which can reduce the amount of time it takes to play the game, definitely increases strategy, and purposefully offers a more logical approach as to why a player might want to go to Miami. The variant is divided into a pre-determined number of game ''phases.'' During each phase, a number of transport contracts are available for bid purchase by the players in the game. These contracts represent cargo shipments requested of the players who own ''freight trains'' and can purchase rail lines. Players bid for the privilege of transporting cargos from one city to another. This bidding process grants players the opportunity to buy their way out of an undesirable trip for them by outbidding others for a more beneficial journey. Most of the regular RAIL BARON rules and game mechanics remain the same, or are only slightly altered by these rules. The complete list of changes to play ''Freight Train'' follows:

The Mapboard:

The square ''dots'' represent cargo terminal facilities, either the ''City of Origin'' or the ''City of Destination'' or transport contracts where players will either load or unload cargo.

Starting the Game:

Each player is given $100,000 in cash and one pawn and two chips of the same color. The pawn represents the player's ''freight train'' which he moves from dot to dot on the mapboard. The chips are used to indicate the cargo terminal cities of Origin and Destination of the transport contract the player has purchased during previous ''Transport Contract'' phases.

Each player uses the Destination Table to determine his starting city by rolling all three dice and consulting the Regions Chart to see which region he will begin play in; he then rolls the dice again and consults the chart for that region to pinpoint which city he places his pawn in to commence play. ''Starting Cities'' are not ''Home Cities;'' players do not have to return to their starting city in order to win the game. Two or more players may have the same starting city.

Transport Contract Phase:

Each player in turn uses the Destination Table and the three game dice to determine one transport contract. A single player is not determining his particular contract, but a contract that will be sold to the highest bidder in a later stage. Each player rolls the dice using the Destination Table; the first series of rolls determines the region and then city for the ''City of Origin'' of the transport contract, while the next set of rolls determines the region and city for the ''City of Destination.'' The cities of Origin and Destination may be in the same region. (The ''Special: Choosing a Region'' rule is not used in this variant.)

After the first player has determined the terminus cities for Contract A, he then uses the Payoff Chart to determine the value of the contract to the players in the game. The Contract Value is double the amount of that shown on the Payoff Chart. Players should record the two cities and contract value (perhaps using a form such as that below). After the first contract is recorded, the second player then determines the information of Contract B. This procedure continues until all players in the game have determined a contract for the current turn.

TRANSPORT CONTRACTS

Contract	City of Origin	City of Destination	Contract Value
A			
B			
C			
D			
E			
F			

Contracts essentially represent a request from a manufacturer, or supplier of raw materials, to have cargo transported from one particular point to another and is willing to pay X number of dollars to have it done. But he wants to do so economically. After all the details of all contracts (one per player) have been determined, each player in the game secretly writes down a bid for each, representing the amount of money he is willing to spend to purchase the transport contract and so be responsible for moving his pawn from the City of Origin to the City of Destination. Contract will be awarded to the highest bidder (in effect, a kickback or discount from the Contract Value he will be paid upon completion of the trip). The lowest bid for a contract is set at 10% of the Contract Value, but never less than $500. A time limit of five minutes is recommended for the bidding process [use the timer from your FACTS IN FIVE game]. As the game progresses, a player's bid for a contract will come to depend on how close he is to the City of Origin, the distance between the two cities, how many of his own rail lines he can make use of in the trip, whether he owns a ''Special Train,'' and other considerations. Players may actually bid more than the actual Contract Value simply to be assured of purchasing the contract and not getting stuck with another (a sort of lesser-of-two-evils strategy).

After all players have completed their writing of bids, the colored die is rolled to determine the first contract to be awarded to the highest bidder. The remaining contracts are then awarded in sequential order. For example, if the die roll was ''3,'' the contracts would be awarded in the following order:

C, D, E, F, A, B; if a ''5,'' than: E, F, A, B, C, D. Once a player has been awarded a contract, he is immediately eliminated from consideration for any other contracts, even if he would have had the highest bid. The rolling of the die and resultant random selection after secret bids are in is designed to prevent a player from always purchasing the last contract for a mere $500 simply because all his competition has been eliminated. Tie bids will require an immediate verbal auction between the players who have made the same bid.

Once a player has been awarded a specific contract, he places his chips on the cities of Origin and Destination, and immediately pays the bank his written (or last verbal) bid price for that contract.

Moving:

Players move their ''freight trains'' by rolling two white dice and moving along the rail lines the number of dots that corresponds to the total showing on the dice. Cargos must be transported in the correct manner, that is, from City of Origin to City of Destination. Players must, obviously, first move from their current location on the mapboard to the City of Origin.

A player may be entitled to a ''bonus roll'' at the end of his regular turn if:

1. he has rolled ''boxcards'' (two sixes) on the dice, or

2. he owns an Express and rolled any doubles on the dice, or

3. he owns a SuperChief.

A ''bonus roll'' entitles the player to roll both white dice again and move the corresponding number of dots.

In the first movement segment of the game, players will have to move their ''freight trains'' from their starting cities to their first contract's City of Origin to pick up the cargo. (At the City of Origin, players will be able to collect one-half of the Contract Value—See Payoffs below.) Upon reaching this, the player when transports the cargo from City of Origin to City of Destination. (When a player arrives at his contract's City of Destination, he receives the other half of the Contract Value—see below.) When a player's ''freight train'' moves onto either a City of Origin or a City of Destination, it immediately stops; these cities do not have to be reached on an exact count. In this case, all excess movement for the turn is lost, even if he is entitled to a ''bonus roll.''

The player purchasing Contract A always moves first, with the other players following in a clockwise direction. Players must remain at their City of Destination until all others have completed their journeys. (This is a good time to check on the kids, refill empty glasses, and take care of other necessities.) Players are allowed to collect user fees from other players while waiting for them to complete their trips. However, upon arrival at the City of Destination, a player must wait until his next turn before he is able to purchase rail lines or ''Special Trains'' from the bank (see Purchasing below).

User Fees:

At the end of a player's movement, he must pay for the rail lines his ''freight train'' used during that turn. The amount of payment depends, of course, on who owns the rail line:

1. If the player owned all rail lines used, his cost is $500 to the bank for that turn.

2. If the rail line(s) is owned by the bank (i.e., an unpurchased rail line), his cost is $1000 to the bank for that turn.

3. If the rail line(s) is owned by another player, his cost is $5000 to that player for that turn.

4. Combinations of different rail line ownerships must be paid separately.

For example, if a player used one or more of his rail lines and one or more bank-owned rail lines, his cost is $1500 that turn—paid to the bank. If a player used one of his rail lines, one of the bank's, and one or more owned by another single player, his cost would be $6500 ($1500 to the bank, and $5000 to the player). If a player used two rail lines owned by two different players, he would pay $10000 that turn ($5000 to each). The costs are constant, regardless of the order or the distance the rail lines were used during the player's movement.

The $500 fee for a player to use his own rail lines can be thought of as operations/maintenance costs. After all, coal and water and trackage do cost money.

Special Trains:

Owning an Express or a SuperChief increases a player's chance of getting a "bonus roll" (see above) each turn. An Express costs $4000 and enables a player to roll again if he rolls doubles during his regular movement turn. A SuperChief costs $40000 and the player gets a "bonus roll" every turn.

Selling:

If at the end of a player's turn, or during a bidding process, a player does not have enough money to pay all his user fees or to purchase a contract at his written bid, he must sell one or more of his rail lines to raise the necessary capital. (Players may not sell an Express or SuperChief.) A player forced to sell a rail line has a choice: 1) sell any of his rail lines back to the bank at one-half its normal price, or 2) put the rail line up for verbal auction among the other players. In the latter case, the minimum opening bid must be at least $500 over one-half of its normal price, and subsequent bids must be in $500 increments. Once a player decides to put up a rail line for auction, he must accept the highest auction bid and may not change his mind.

Payoffs:

When a player first arrives at (or starts on) the City of Origin of his contract, he is able to collect one-half of the Contract Value (i.e., the original amount from the Payoff Chart). This money can be used to help finance his trip to the contract's City of Destination. When a player arrives at the appropriate City of Destination, he collects the other half of the Contract Value. A player may use the money collected at either city to pay any user fees incurred during the current turn.

Purchasing:

After delivering his cargo at the City of Destination and collecting the second half of his Contract Value, a player becomes eligible to make purchases from the bank on his *next* turn. The waiting period does not jeopardize the order in which a player may make a purchase and keeps the game moving while players decide what they may wish to purchase; it does penalize the last player to arrive at his destination, for he will have no chance to make a purchase before the next contracts are determined—which occurs immediately upon arrival of the last moving player's pawn.

Coming Attractions
HOOPS AND TURNBUCKLES

The preview this time focuses on some light-hearted fare for the sports-minded. OK wargamers, stifle the groans. If you promise to be good and read this article, I'll mention three upcoming genuine wargames at the end of the column. I'll even spare you the lecture about broadening your horizons. If you want to wallow in wargames without a refreshing change of pace, that's your business.

MARCH MADNESS is a college basketball game simulating an entire 64-team, single elimination tournament that can be played in less than two hours. As such, the emphasis isn't on centers, hook shots, or zone defenses—but rather, on the resolution of entire games in a matter of minutes with but four dice rolls. OK, so each dice roll consists of a fistful of dice . . . but who's counting?

The game is played by one to four players who each control 16 teams seeded #1 through #16 and scattered throughout the four regions. Teams not controlled by an active player are governed by solitaire rules. Simply put, scoring consists of making a dice roll for each half and modifying the result by the team's respective rankings and any "Event" markers played by their owner. This results in the highly-seeded teams being corresponding favorites to win each game, but their victory is by no means assured. My last tournament was won by an 8th seed. Indeed, much of the appeal of the game lies in the excitement of watching a heavy favorite being knocked off or narrowly escaping an upset. When the #1 seed gets beat by a #16 seed, guffaws and curses fill the air.

The game's strong point is its simplicity and speed—making it an ideal family game in which all but the smallest children can participate. The use of Event markers provides the bulk of the strategy, transforming it into more than just a dice game. Events are played face down and can represent anything from an Air Ball (a bluff) to a scoring spree by a particular player. Playing these markers at the appropriate time is all important. A player must win to have his team advance and gain more markers, but if he plays his Events prematurely in a losing cause he may have none left for the all-important tougher matches later in the tournament. It presents a challenging and constantly changing conundrum as the tournament evolves.

MARCH MADNESS plays very well in the solitaire format and was designed with solitaire players in mind. Most sports "statistical" games are played solitaire, and while the statistical data for *MARCH MADNESS* is not the detailed sort that "stat" buffs are fond of, it is adequate enough to give a realistic "feel" to play. It also provides a challenging game to the solitaire player because the game itself is a tough opponent. The sole basis for a team's rating is its tournament seed. This means that the game never becomes dated. By duplicating the tournament seeds from your sports page, you instantly have the current year's field. The game contains die-cut, one-inch counters for the 1989 NCAA tournament field, but also includes self-adhesive labels for virtually every NCAA Division I team in appropriate school colors for application to the counters so that you may duplicate any tournament field (or cheat and seed your *alma mater*

first). That may be the only way I'll ever see the Terrapins win it all. *MARCH MADNESS* should be available, appropriately enough, in March.

WRASSLIN' is a card game, and a damn good one! Skeptics will avoid this game at their own loss. (I can't believe I'm saying that.) As a past scholastic wrestler who can appreciate the skill of true wrestling, I detest the spectacle of pro-wrestling with every fiber of my being. It is to my eternal shame then that I have fathered two addicts of the "sport". It must be their mother's fault! She watches it between soap operas. Suffice it to say that my family loves *WRASSLIN'* . . . both the "real" thing and the card game. Forgive me if I continue to jeer the former while cheering the game.

The beauty of *WRASSLIN'*, aside from its simplicity and ease of play, is that it seems to satisfy both the "sport's" fans and its detractors. It is viewed as "realistic" by those who believe in "Arena Theater" and as a hilarious satire by those of my ilk who despise it. But whether you follow wrestling or not, the game is fun. Extremely simple and fast playing, it retains strategy of the sort that serious *UP FRONT* players crave. It also has sudden turns of fortune (which I've always favored in my games). Games can last five minutes or an hour. Tag teams, handicap matches, and Battle Royals allow any number of participants—save solitaire.

The game includes 24 illustrated $5'' \times 6''$ Wrestler cards listing the individual ratings of various "good" and "evil" wrestlers and on which accumulated damage is recorded as the match progresses. As damage is incurred in the form of "holds" applied, a wrestler loses varying amounts of strength, agility, skill, competitiveness, stamina, and recovery capabilities (in that order). The holds are delivered in the form of 180 quality playing cards which are color-coded according to function. Each card is illustrated with a depiction of the hold and a description of its effects so that the game can be played almost without reference to the rules. Different holds require different attributes from the using wrestler, so a card can be invaluable to one and worthless to another, depending on his ratings and current situation. The anguishing quandary over which cards to keep and which to discard or play is very reminiscent of *UP FRONT*—one of my favorite games.

The big plus for *WRASSLIN'* is that it's much simpler than *UP FRONT* and more suitable to social gaming for larger numbers of players. Tag-team matches are especially riotous. *WRASSLIN'* should be available next spring and will be enjoyed by gamers and non-gamers alike—regardless of their "sport" preferences.

But back to wargames. Next time I'll tell you about *NEW WORLDS*—a multi-player game of discovery and colonization in the 17th century. Or for something entirely different, maybe we'll look at *REPUBLIC OF ROME* (a multi-player game of Roman Senatorial politics). Or maybe we'll raise the Jolly Roger and board Richard Berg's *SEA HAWKS* game for a solitaire pirate fling which can also be played by two to four players. Lots of good stuff coming up. Stay tuned.

Letters to the Editor . . .

Dear Mr. Martin,

I realize that it is a bit late, but I would like to express my thanks for the assistance and courtesy demonstrated by the staff manning the Avalon Hill booth at this year's ORIGINS convention in Los Angeles. They were more than helpful in answering questions regarding the future of *ASL* as well as other topics. I have always found the customer service of AH to be one of the best in the business and was not disappointed by my most recent experience.

I would like to take this opportunity to comment on something that was mentioned in the *ASL Annual* regarding future releases. I agree that the release of French infantry alone would not be a desirable product. In my opinion, if the average *ASL* player wants to use the French, he could use the *SL* counters for that purpose. I would much rather see more effort given to the Pacific Theater, as anything there would be a new area. I believe that I may be in a minority in this, because of the large demand for European Theater stuff, but I hope that you will continue to bring the greatest effort to bear on the Pacific module.

In closing, I'd like to again thank you for your excellent customer relations. And, like in days past when I would anxiously await the yearly AH release, I am hopeful that I will see the Pacific module before next year's ORIGINS.

Dale Okada
La Puente, California

Actually, make that Pacific Theater "modules"—at this time, we are planning to release two modules devoted to the Far East. The first, which will bring the Japanese into the system, is slated for release in the summer of 1990. The second, which will feature the U.S. Marines and the Chinese OBs, will see print the following year. Both modules will have several hundred counters, and new mapboards, and the first will carry the rules to simulate the Japanese and their war. As for the French, and other odd bits, we will work on these as time permits.

★★★★★

Mr. Martin,

It was with some pleasure that I read Vol. 25, No. 2 and David Howery's article, "The Pieces of Arab-Israeli Wars". This game has been available for over a decade and I've been disappointed in the shortage of comment on this game in the pages of The *GENERAL*. The one flaw I noticed in Howery's piece was in the introduction. He urges players of this game to use the artillery field-of-fire experimental rule from *PANZER LEADER*. Several times in the past, writers have explained in The *GENERAL* why the field-of-fire rule is not a realistic simulation. But, apparently the word has not filtered through.

The first point is that the cannon depicted in *ARAB-ISRAELI WARS* are not multi-ton behemoths. All are light enough, and the carriages carefully designed, so that they can be pivoted up to 180 degrees by their crews in far less than half a minute. And, this can be done without the aid of a vehicle. The lightest—the Soviet-manufactured 107mm recoilless rifle—can be pivoted by the gunner alone a full 360 degrees in less than five seconds. I know; I did it once. Other cannon—such as the British-built 25-lber.—are emplaced on a pivot to facilitate rapid turning. Even the M198 155mm howitzer, an eight-ton monster, which I currently train with can be turned around in less than 25 seconds without a vehicle. In fact, pivoting any light or medium cannon with a vehicle would actually take more time than without.

The weapons represented in the game are groupings of four to six cannon and function as a unit in the game. From the time a battery commander began his order to change their direction of fire until the battery could fire the first round would average 30 to 60 seconds for any but inept crews of the cannon represented in *AIW*. This leaves sufficient time to execute effective fire in the six-minute turn of this game. True, cannon emplaced in improved positions, among buildings or trees, would be hampered. But, no more so than an infantry or tank platoon under the same conditions. The ability of a combat unit to reorient its fire depends on other factors as well as weapon characteristics. For all but the lightest cannon, batteries are equipped with voice communication equipment. Thus I have more rapid control over the 150 artillerymen of my battery than I had over 30 men when I commanded an infantry platoon. Too, vulnerability of flanks and rear is as recognized by the artillery as much as by any other unit type. Placing outposts in the

flanks and rear of an artillery unit is a common practice; training to respond to attack from the rear is also fairly common.

One final point. While an infantry leader, and while riding around on the company commander's tank, I've noticed the flanks and rear of such units are no less vulnerable than those of an artillery unit, as there's a tendency to focus attention "forward". Getting attention and fire focused elsewhere takes more than a few seconds. There are enough accounts of German, Arab, US, Soviet, British, Israeli, etc. infantry and tankers being defeated by attacks on their flanks or rear to show they are no better off than the artillery. This would suggest that if the field-of-fire rule is deemed valid, then it should be applied to more than just artillery batteries.

Carl Schwamberger
Lafayette, Indiana

★★★★★

Gentlemen,

I read with great interest about the changes in the AREA system, as discussed in Vol. 25, #2 of The *GENERAL*. While I agree with most of the thoughts expressed by Mr. Oleson and Mr. Greenwood, I have some major disagreements with Mr. Oleson's view of the "rolling your own" honor system of resolving PBM combat. While I can't match Tom Oleson's quantity of PBM experience (who else can?), I do have a very respectable number of PBM games under my belt. And it has been my experience that the honor system of rolling your own dice *is* superior to all other methods. Maybe gamers unable to trust their opponents should stick to FTF play. But even then, how can they be *really* sure their opponent hasn't found some way to cheat?

I have argued this matter with Tom Oleson directly and we have agreed to disagree. I am very pleased that the official Avalon Hill policy on AREA play allows players the freedom to agree to any mutually agreed upon system of AREA play.

If it is true (and I think it is) that, "the ultimate end to any game should not necessarily be a victory, but rather the hearty congratulations of the loser while asking for another game", then think about the style of PBM play that is most likely to result in friendly play. Is it a style that is dominated by fear of cheating and tries to cover all the feared sneaky moves by precisely defined rules and codes of conduct that leads to friendly play? Or is it a relaxed, open, unafraid style that assumes the best of all the players that is more likely to lead to a friendly game? Each PBM player will have to decide for himself.

As a final comment on PBM, I suggest the following procedure be used when starting a PBM game with a new opponent. Exchange a letter (possibly two or three) discussing your views on gaming goals and styles. Give a little biographical information too. Cover past experiences, both good and bad. Finding out early if you are compatible with your new opponent will save you aggravation, wasted time and effort and possibly points. It has always been my policy to resolve PBM problems directly with my opponent. My last resort is not to Avalon Hill, but simply to offer a resignation chit to my opponent if we can't agree. No matter what PBM system is used, there will be some people that are not compatible. The best thing is for incompatible players to recognize and then avoid each other.

William Scott
Charlottesville, Virginia

★★★★★

Dear Sir:

I totally disagree with Seth Owen in his analysis of *UP FRONT* from a historical perspective in the article "A Historian's Guide to Avalon Hill Games Part II" (Vol. 25, No. 1). His poor ratings for the game's map and tactics seem to be based on a lack of experience with the game system and/or an illogical prejudice against its unique system. I am a "Gamer" rather than a "Historian", but after playing *UP FRONT* literally hundreds of times, I find it an excellent simulation of WWII squad-level combat. Hence

I would rebut Mr. Owen's criticisms as follows:

Firstly, the "map", Mr. Owen finds it a little too "chaotic". I assume that this is because of the random nature in which terrain cards appear in a player's hand and the practice of discarding terrain on an opposing player's groups. The first point has been dealt with in the Designer's Notes for *UP FRONT* and basically reiterates the game's premise. This is that the "Fog of War" is never so important in combat as at the squad level where the typical commander is unfamiliar with the terrain and concerned with staying alive rather than sightseeing. The drawing of terrain cards merely means that the SL has a) noticed some woods, buildings, etc. for the first time; b) observed that a relatively safe path exists to that terrain; and c) formulated a plan for moving one of his groups toward that terrain.

Fair enough, but what about this practice of discarding terrain cards on the other side's groups. In my opinion, this represents the unexpected intervention of "outside" influences on the progress of an enemy group. After all, the typical squad-vs-squad confrontation in an *UP FRONT* scenario is probably taking place as part of a much larger action. This being the case, there are a number of possible factors which could halt or change the direction of a moving group; an artillery barrage, air support, a critical hit on a nearby AFV, a MG fire lane, or conflicting orders from a higher ranking "offboard" officer. The ability of German/elite troops to discard after play in the same turn illustrates their superior ability to exploit the unexpected by coordinating with other units.

Secondly, the abysmal rating that Mr. Owens gives to the tactics of *UP FRONT* leads me to think that he has a "Hollywood" view of squad-level combat. Again, this is covered in Don Greenwood's notes, but I would like to add that a card-based system of simulating combat is no more "unrealistic" than the process of moving counters on a map, rolling dice and using a CRT. The function of the cards is to limit the command control of the squad leader and demonstrate the need for split-second decision making in combat. By giving the nationalities different hand capacities and discard abilities the important, though often overlooked, aspects of training, leadership and combat support are skillfully incorporated within the mechanics of fire and movement. All in all, the system succeeds in combining playability with authenticity.

UP FRONT is a radical break with past wargaming techniques. Therefore it is not surprising that certain "grognards" might find it difficult to come to terms with. I submit, however, that the application of a little time and imagination will allow even the most incorrigible wargame veterans to appreciate the elegance and authenticity of the design.

Eric Topp
Hawker, Australia

★★★★★

Dear Rex:

It is unfortunate indeed that a useful and enjoyable forum such as this feature has degenerated in recent issues into a crying towel for those members of the hobby who feel they have been done a great disservice by TAHGC and The *GENERAL*. Time and again readers complain in letters to you about too much *SQUAD LEADER* coverage, the resurgence of the Sports column, not enough historical articles, or too much probability and statistics. My response to these people is two fold.

First, one of the great aspects of this hobby is that it is diverse and contains facets which appeal to virtually every taste. As a member of a large hobby, you just cannot be so selfish as to expect (and in some cases demand) total coverage of your favorite game or type of games. Second, instead of torturing the rest of the readership with your whining issue after issue, do something about it by writing and submitting articles about your favorite games. You more than likely have something good to contribute!

The *GENERAL* is not only a fine magazine and journal of our hobby, it is a bargain when compared to others. One look at the other publications on wargaming which are available and it is clear that The *GENERAL* is an order of

magnitude better. No one holds a gun to your head making you renew your subscription. If reading it is such a melodramatic and painful process, you are missing the whole point of gaming—enjoyment.

Granted, the "good old days" of wargaming were great. But instead of becoming a group of "remember when's", let us concentrate on making the present phase of our hobby great also.

John Valasek
Lawrence, Kansas

As Don before me, I've always welcomed the letters of criticism . . . for it gives me the chance to respond publicly with our views of and reasons for certain decisions. Besides, such letters from the irate—or insane—make for lively reading. Sorry if my selection of "unhappy" letters for this forum has upset you. I am trying to leaven them with "happy" letters such as yours these days.

★★★★★

Dear Mr. Martin,

I am now in my twelfth year of subscribing to The *GENERAL* and after receiving Vol. 25 #3 I felt it was time to write and congratulate you on your outstanding efforts. The *PATTON'S BEST* issue represents what I consider the perfect format for The *GENERAL*. Like so many others who have written lately, I was getting tired of "perfect plan" articles and column after column of odds and calculations. Only Bob Medrow's series on SL/ASL were worthy of such dissertations, and only because his articles were so comprehensive that the numbers *needed* to be there and his text distilled his calculations into functional concepts. Mark Nixon's "Gunned-Up in the Desert" was a truly outstanding discussion of the tactics of desert AFV combat applied to *ASL*. A sure vote-getter for your annual awards! Likewise, I thoroughly enjoyed Jeff Petraska's dual articles on *PATTON'S BEST* and Sherman tank development, and I don't even own the game (yet, but I may soon thanks to Jeff). I don't play several of the games discussed in #3 (*PL, SOA, UF*), but I found the articles and ideas interesting to read. I do play *BULGE '81* and *3R*, so I may have to dig them out and give 'em another go! And, of course, what would a *GENERAL* be without new *ASL* scenarios? A year ago I re-subscribed, more out of habit than interest; now I'm glad I did.

I no longer buy every AH game that comes down the pike; four years at Annapolis followed by three years at sea on a destroyer took care of that. I now balance my gaming with the demands of my family and other interests. I would describe myself as a "historian-gamer". I play solitaire because I've met too many vicious competitors who play only to win, and write dull, figure-filled articles describing why the 282nd Volksgrenadier Division should be a "3-6" because it contained a company of retired soccer coaches. At one ORIGINS, I watched as several *AFRIKA KORPS* players made their first moves without even counting hexes! They just picked up the pieces and placed them in *that perfect hex*. To me, you may as well extrapolate that and reduce the whole contest to a percentage chance of victory and roll a set of ten-sided dice! At any rate, while I buy fewer games, I visit my favorite game store a couple of times a month. There are a lot of games out there, but I looked back at my purchases for the last year and found something that may interest you. With one exception, every game purchase in the last two years has been an AH or VG product. Only with AH and VG can I count on quality of components, play value, and historical accuracy combined in a mix to my liking. Recent purchases include *Pacific War*, *RAID ON ST. NAZAIRE*, *Lee Vs. Grant* and every *ASL* product offered. I've been most happy with every one.

One last thing. The box art for *HOLLOW LEGIONS* is terrific. The compelling depiction of an Italian LMG crew distills into one (honorable) image the nature of the Italian soldier of WWII. I am very happy to see AH/VG move away from the "Nazi on every box" mentality. While the individual German soldier may have been a brave and worthy foe, he defended one of the most terrible regimes ever known to history. Americans seem embarrassed by our victory in war (WWII particularly) and that embarrassment has been translated into wargame myths for *years*. War is nothing to be proud of, but if you must fight, then you must *win*. And if you win by over-production and with a citizen army, there is no shame in that.

Byron Bond
San Diego, California

WILDERNESS ENCOUNTER
OUTDOOR SURVIVAL in YELLOWSTONE
By Scott Gavin

OUTDOOR SURVIVAL was the first Avalon Hill game I owned and learned to play, and I still enjoy the game as a break from the more complicated and lengthy games I now have on my shelves. I also use the game as an introduction to "simulation gaming" for friends. I enjoy the variety of five different scenarios, and as an outdoor enthusiast I heartily approve of its subject matter. However, I have come to the conclusion that this fine game could be improved in one area. Just imagine:

You're lost in the wilderness, struggling along, hungry, thirsty, with nothing but the clothes on your back, armed with only your bare hands and wit. You see a deer (land or pass through a "deer" hex). The deer obligingly bounds up to you to see what you are, and allows you to thus throttle it. Your food supply is secure. NOT BLOODY LIKELY! In my experience in the real wilderness, if you spot an animal at all, it is usually involved in putting as much distance between itself and you as possible as quickly as possible. I thus came to design this new *OUTDOOR SURVIVAL* variant to take into account the hazards and difficulties of hunting wildlife for food in the wilderness when armed with those weapons you could fabricate with the materials at hand.

THE VARIANT:

I began by buying a set of the animal counters from the Avalon Hill release *YELLOWSTONE*. I painted the backs of each piece (the side with the white X on it) and the edges black so that the counters show the animal on only one side. I then devised a chart of the hazards entailed in encountering each type of animal, ranking them according to color group ("Animal Encounter Chart," see below). In essence, the larger the animal, the greater its chances of escape are. And, in fact, the larger animals and the predators are perfectly capable of turning on you, with injury or death a distinct threat to the unlucky hunter.

There are a few modifications to the standard rules of play for *OUTDOOR SURVIVAL* that are entailed by the inclusion of actual animals:

Outposts & Bases:

Outposts are generally only used in the Pursue scenarios and hence are not affected by the variant rules. The bases (cabins), on the other hand, must now be considered well-stocked summer cabins and contain the only safe source of food on the mapboard. A player passing through or ending on a cabin hex can fulfill his food and water requirements as normal, without rolling on the Animal Encounter Chart.

Wilderness Encounter Chart:

Using the Animal Encounter Chart renders the game much more difficult to survive. It is recommended that neither chart be used for beginners, and that the Animal Encounter Chart alone be used by intermediate players. Putting both of these charts into use should be attempted only by experienced players. When both are used, each player rolls on the appropriate Wilderness Encounter Chart at the end of his movement, and applies results, before he rolls on the Animal Encounter Chart.

Obtaining Food:

When this variant is used, the only methods of obtaining food are by reaching a cabin hex (see

above) or by "hunting." Food is not obtained by merely passing through or ending movement in a deer hex. The deer symbol now indicates only that animal signs (tracks, spoor, etc.) have been spotted.

Set Up:

The animal pieces are all mixed up, face down, and dealt to each player in an equal number. Without looking at them, each player makes a single stack of these counters.

Play:

Whenever a player passes through or ends his movement on a hex containing a deer symbol, he has found animal sign. Upon finishing his movement for that turn, and after applying the results of the Wilderness Encounter Chart if used, the player may at his option decide to hunt.

Hunting:

When a player declares he is hunting, the player on his left must draw the first animal from the top of his *own* stack and turn it face-up. This is the animal that the hunter encounters. At this stage, he is committed! The player who is hunting rolls one die, and cross-references the result with the color of the animal on the Animal Encounter Chart. The results are applied immediately:

Animal Killed: Food Index Remains Stationary

You have succeeded in killing the beast, but you used so much energy in hunting it that you only break even.

Animal Killed: Gain One/Two/Three Steps on Food Index

This is self-explanatory. Gain the number of specified steps on the food index. Your hunt has been successful.

Animal Escapes: Lose One/Two Steps on Food Index

The animal gets away. Not only do you not get a meal, but you wasted some energy in the fruitless

hunt. Lose the specified number of steps on your Food Index.

Animal Turns on You!

Oops! This is what you get for trying to brain a buffalo with a rock, or snatching the cub of a mountain lion. This indicates a very nasty and permanent injury. Whatever your Life Level is, you are reduced the specified number of life levels; your Life Level Index marker is moved down the specified number of life levels. Although yoy may gain life levels back, you may never recover beyond where your Life Level Index is now placed.

Example: Your playing piece is at Level A, as is your Life Level Index marker. You are considerably masticated by a bear and so are reduced three life levels. Your piece is reduced to the "D" level, as is your Life Level marker. You may never recover past Level D. But let us now suppose your piece has been reduced to "C" due to lack of food and water, but your Life Level Index marker was still on "A" because you had thus far escaped permanent injury in the wilderness. Then you hunt and are trampled by an acerbic buffalo and lose two life levels. Your playing piece will be reduced to the "E" level. However, your Life Level Index marker is reduced two steps from its starting place, from "A" to "C". You may recover from "E" to "C," but no further.

Animal Kills You!

What do you expect when you take on a wolf pack with a sharp stick? It's been a tough day. You are out of the game, and the animals have a peaceful neighborhood again. Sorry.

If a player has killed an animal, he may gain steps on his Food Index according to the scenario in play. He must, however, remain in the hex where the animal was killed. If the animal was killed, he also keeps the animal counter as a trophy. If the animal escapes, or kills the player, the counter is removed from play.

ANIMAL ENCOUNTER CHART

Die Roll	Green Animals	Red/Orange Animals	Violet Animals	Blue Animals	Brown Animals
1	ANIMAL KILLED Gain 1 step on Food Index	ANIMAL KILLED Gain 1 step on Food Index	ANIMAL KILLED Gain 1 step on Food Index	ANIMAL ESCAPES Lose 1 step on Food Index	ANIMAL TURNS ON YOU! Badly bitten! Lose 1 Life Level
2	ANIMAL KILLED Gain 1 step on Food Index	ANIMAL KILLED Food Index Remains Stationary	ANIMAL ESCAPES Lose 1 step on Food Index	ANIMAL KILLED Gain 3 steps on Food Index	ANIMAL KILLED Gain 2 steps on Food Index
3	ANIMAL KILLED Food Index Remains Stationary	ANIMAL ESCAPES Lose 1 step on Food Index	ANIMAL KILLED Gain 2 steps on Food Index	ANIMAL KILLED Food Index Remains Stationary	ANIMAL TURNS ON YOU! Badly mauled! Lose 2 Life Levels
4	ANIMAL ESCAPES Lose 1 step on Food Index	ANIMAL KILLED Gain 2 steps on Food Index	ANIMAL TURNS ON YOU! Badly clawed! Lose 1 Life Level	ANIMAL KILLED Gain 2 steps on Food Index	ANIMAL KILLED Gain 2 steps on Food Index
5	ANIMAL KILLED Food Index Remains Stationary	ANIMAL ESCAPES Lose 2 steps on Food Index	ANIMAL KILLED Food Index Remains Stationary	ANIMAL ESCAPES Lose 2 steps on Food Index	ANIMAL TURNS ON YOU! Badly masticated! Lose 3 Life Levels
6	ANIMAL KILLED Gain 1 step on Food Index	ANIMAL KILLED Gain 1 step on Food Index	ANIMAL ESCAPES Lose 2 steps on Food Index	ANIMAL TURNS ON YOU! Badly trampled! Lose 2 Life Levels	ANIMAL KILLS YOU!! Badly dead! Remove your piece from play

After the hunt, the Food Index is adjusted accordingly. Any changes are in addition to any caused by the Wilderness Encounter Chart; it is perfectly possible for the results of the two separate encounters to cancel each other out.

Leaving a Kill:

When a player has killed an animal, and then leaves the hex on his next turn, he may keep the animal counter as a trophy of his great skill. Once he moves away, however, the animal no longer counts as food. Nor can another player be in the same space with him when he moves away and claims the carcass for his own use. It is assumed that the original hunter ate all the good bits and scavengers carried off the rest.

Sharing a Kill:

However, when two players are in the same hex and one of them makes a kill, the results apply only to him unless he is: 1) generous or 2) foolish. In this case, he may allow the other player(s) to share in the kill. It is solely up to the player making the kill, and how many steps on the Food Index he is willing to grant (of course, a single step may not be split). It might do well to remember, however, that one good turn deserves another (especially in the Pursue scenario).

Conclusion:

So, with a little paint, some dice, and some imagination, the reader can make *OUTDOOR SURVIVAL* even more of a challenge. And the next time you are out in the wilderness, thinking about potting that deer on the next rise, remember what it will mean for your Life Index.

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A player may purchase *as many items*, rail lines and trains, as he wishes and has money for—so long as they are purchased one at a time. However, players should save enough in order to purchase a contract in the next Contract Phase, and to cover user fees while traveling to that contract's City of Origins. Otherwise, he will likely be forced to liquidate some of his new acquisitions at a loss.

Winning the Game:

To win, a player must have the greatest "Total Value" on hand after completion of a previously agreed upon number of Transport Contracts (usually between 10 and 20). A player's "Total Value" includes all of his cash, the value (cost printed on a rail line's card) of all rail lines he owns, and the value (purchase cost) of an Express or SuperChief (but not both) in his possession at the end of the last contract.

Designer's Notes:

The user fee penalties in this variant have been kept low on purpose and the payoffs have been doubled in order to keep more cash circulating in the players' hands for the most important—and enjoyable—aspects of "Freight Train:" the purchasing of contracts and buying of rail lines. The benefits of the Express and SuperChief have been increased to speed up movement between the cities of Origin and Destination, and subsequently reduce playing time. Hopefully, you'll enjoy this variant as much as my family and friends do. After a few times, the die-hard *RAIL BARON* fan might even find that he prefers it.

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Sports Special

THE BEST BET

By Jim Burnett

WIN, PLACE & SHOW is one of the most entertaining games in the Avalon Hill sports line. It is particularly good as an introduction to gaming and as a tournament game, where a complete program of six races can be finished in two hours. This means the game is fast, easy to learn, and exciting. It can not be underestimated as a gaming challenge, however, since a player must be familiar with several different elements of racing to be successful. These involve the purchase of the horses, the actual race movement of those purchased, and wagering on the outcome.

Personal experience in numerous home and tournament games have demonstrated that a winning player must at least double his original stake of $50000 to have a reasonable chance at victory. An examination of the Race Charts reveals that there is a total of $58500 available as first place stakes claimings. Out of this must come the monies the player uses to purchase the horses. The purchase allotments, if used in an efficient manner to buy those horses who have a reasonable chance of winning, will run from five to ten thousand. Obviously you would have to buy the winner of every race to have any hope of attaining a net of $100 thousand. If you are that good at picking the winners to buy, why not compound your profits by wagering on them? Most players will have to make the "winning" dollars by betting.

While the strategies in horse purchase and race conduct are important, the window is where it's at. After you have bought the best horse you can for the least money, and have applied the proper track tactics of maneuvering to the passing spaces and not being blocked out and making the most of each bonus available to your horse, you still have to win your bets. You must also remember that you must make the wagers wisely and conserve your initial capital. It would go without saying that you should bet on the horses you expect to win rather than blindly stick to your own acquisitions. How then do we choose the best bets?

Horse race handicapping is considered an "art". There are those who perform their own brands of complex calculations based on odd information gleaned from the racing forms who cannot even balance their checkbooks. Even given this, the tracks stay in business because there is a guarantee of more people who fail than succeed at this art. Since *WP&S* is a more exact treatment of the sport, we will try to give its handicapping a more scientific treatment. We are aided here in that the game has set odds for each horse, rather than biasing the payouts in a pari-mutuel system.

To properly set the stage, we need a few tables. Table 1 gives the distances covered in each lane for each length of race. Table 2 gives the expected number of spaces gained by each different bonus over a normal race of a given distance. Note that a "normal race" is considered to be one in which

the horses finish in the same number of turns given on the Racing Form. And Table 3 is a list of the maximum, minimum and average white die rolls to be added to the horses' speed for a given track length. Note again that the numbers are skewed in the assumption that minimal rolls will take one turn more, maximum rolls one turn less, and average the same number of turns as listed in the form.

Table 1: Track Distance by Lanes

	Distance: 5 Furlongs	6 Furlongs	1¼ Mile
Lane 1	50	60	100
Lane 2	52	62	104
Lane 3	53	63	106
Lanes 4-6	54	64	108

Table 2: Expected Bonus Spaces per Bonus Number

Bonus Number	5 Furlongs	6 Furlongs	1¼ Mile
7	2.50	3.00	4.50
6 or 8	2.08	2.50	3.75
5 or 9	1.67	2.00	3.00
4 or 10	1.25	1.50	2.25
3 or 11	0.83	1.00	1.50
2 or 12	0.42	0.50	0.75

Table 3: Range of Expected White Die Rolls

	White Die Roll Totals 5 Furlongs	6 Furlongs	1¼ Mile
Minimum (6 Turns)	6	7	10
Average (6 Turns)	17.5	21	31.5
Maximum (8 Turns)	24	30	48

Now to use this information. For purposes of illustration, we will use Race #1 from the Racing Form.

Table 4: Expected Number of Spaces after Turn 5

Horse	Speed	White	Bonus	Appr.	Total	A/C
1	42	17.5	0.83		60.33	—
2	40	17.5	2.08		59.58	+
3	39	17.5	1.67	2	60.17	−/−
4	41	17.5	2.50		61.00	+
5	39	17.5	2.08	2	60.58	—
6	38	17.5	1.67		57.17	+

Few points are clear here, and others need explanation. "Appr." is the Apprentice Bonus. The letters "A" and "C" note the horses who will have advantages or disadvantages on Turn 6 due to being apprentices or have good or bad Class ratings. The numbers show that under average conditions, horses #2 and #6 cannot finish in five turns and the others have only a slight chance if everything goes well.

Now let's list the totals above and add in the expected results for Class from similar computations and the odds:

Figure 5: Overall Average Numbers

Horse	Odds	Turn 5	Turn 6	A/C
1	6-1	60.33	65.0	—
2	4-1	59.58	71.5	+
3	15-1	60.17	66.0	−/−
4	3-2	61.00	74.0	+
5	8-1	60.58	70.5	—
6	10-1	57.17	72.0	+

We can see the reasons behind some of the odds posted. The #4 horse at 3-2 odds has the best chance of winning in five or six turns, and good class in case it goes to seven. Horse #3 has only an average chance in five turns, poor in six, and none in seven. Some of the others are not quite so clear. It appears that horse #1 is over-rated, especially in comparison to #5 or #6. Horse #2 is likewise a very bad bet if compared to #6. There are other factors, of course. The apprentice handicap is greater than it appears. The limitation of moving out and in will likely mean that these jockeys will have to depend more on outside lanes and the resulting longer distances. There is a much greater likelihood that they will be blocked. As a contrast, a veteran jockey who *follows* an apprentice in racing order (#4 and #6 in this race) will have an additional advantage in positioning due to the previous rider's limitations of movement.

Even with this information, you still need to make the most of each bet. In the above example, #4 is a fairly safe bet, especially to Place. And #6 is the best long shot in the field, and should return well in Place or Show. Horse #5 is a risky bet, but might pay off if the white die stays high. The others would seem to be poorer choices. The interested reader should make similar charts for the remaining races.

The final word will center on money management. It doesn't do any good to have an overall plan to strike it rich in the last race if you're broke well before then. The first point is obviously to pay as little as possible for your horses. Any more than one thousand is too much for the first four races. You can spend more on the last two if you have money to burn. Second point to make is about the "Daily Double". While this is not really a very good bet, this author likes to put down a thousand on this line. Go for medium odds or both favorites. As for the actual betting, remember that you are (unfortunately?) limited to $5000 per bet. Even then, with a Daily Double, a few bucks for horses, and $5000 across the board, you could be broke by the end of the third race. I like to start with $3000 bets and increase to the $5000 limit when I get ahead. At $3000, you can go to five races before bankruptcy even with terrible luck. By that time, you weren't going to win anyway. The rules of thumb for the last two races are obvious. Pick the best short odds if you have the lead, and the best long-shot if you need to make up ground. The last race is the one to spend the real money on horse purchase if you can afford it.

I hope that this has given you a good overview of the betting strategies in *WP&S*. Remember that it's far better to put it on the line here than at the track. Also, as a reminder for those who wish to increase their enjoyment of the game, Avalon Hill sells two cards of the best thoroughbreds of each decade from 1860 to 1910, and of 1920 to 1970 ($1.25 each plus usual shipping and taxes). These are a very good buy and will give you two more full racing cards. Those with access to vintage copies of *ALL-STAR REPLAY* may wish to consult these issues;

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DEVIL'S ADVOCATE
Tactical Advice for DEVIL'S DEN
By David Bieksza

DEVIL'S DEN rivals *SQUAD LEADER* in the level of tactical intricacy. Consequently, much of its appeal is derived from the discovery of new tactical evolutions. As an appetizer for those who prefer a diet of 19th century problem-solving, I offer a short list of tactical considerations for your next game of *DEVIL'S DEN*.

Skirmishers and Spadework

Periodically certain segments of the hobby grumble that skirmishers never appear in Civil War boardgames. Though *DEVIL'S DEN* omits skirmisher counters, the stacking rules provide a functional approximation. By allowing all units in a stack to fire but restricting casualties to the topmost unit, the game effectively simulates the establishment of a skirmish line by the top unit—loose enough to permit the main body to fire through but dense enough to screen it from incoming fire.

So what, you might ask. In most cases the distinction is immaterial. In some cases, the usefulness is obvious, such as infantry screening artillery on Houck's Ridge or an ineffective unit screening an effective one. But in one very important case skirmishers can play a crucial role: breastworks construction. According to Rule 44.22 #4, an adverse result in fire combat aborts the digging. To reduce the probability of an adverse result, issue the construction order to the *bottom* unit of a stack. A "D" result from fire can still stop the work (15.12), but now a casualty loss may have no such effect since the skirmishers absorb the adverse result and not the laborers. Construction halts only if the top unit fails its morale check with a "D" result or the top unit retreats and the bottom unit fails its resulting morale check.

The Caissons Go Rollin' Along

Battery D, 5th U.S. tends to feel as lonely as the appliance repairman of advertising fame. To reach cannister range (i.e., two hexes), the battery must overcome the triple handicaps of slow speed, poor fields of fire thanks to friendly troops in the LOF, and enemy Opportunity Fire when unlimbering. Only 20th-century motorization and indirect fire can solve the first two problems, but three tactics can ameliorate the last.

The first is the "peek-a-boo" tactic. The guns move up behind a solid line of infantry, unlimber and wait for a gap to appear in front of them. A gap among the infantry can come from a successful advance into melee, from any sort of retreat, or simply from normal movement. Opportunity Fire cannot prevent a unit from moving just one hex.

The second is a variation restricted to the occasions when an enemy unit runs out of ammunition. If the guns can unlimber where nobody but the ammo-less enemy has a clear LOS, no Opportunity Fire occurs. This tactic is especially useful for battering strongpoints in rock hexes.

The third takes advantage of multiple unit fire restrictions. Since an ineffective unit combines fire only with an effective unit in the same hex, Battery D can trundle into an area filled with ineffective units and receive very weak Opportunity Fire.

Let Your Colonel Be Your Guide

Normally a player wishes he had multiple commanders of a given brigade to feed bonus Command Points to its weakened regiments. Oddly enough, an exception often occurs midway through a "Little Round Top" scenario. Col. Vincent finds that his brigade has no need for his supervision. The high-quality officers commanding the 20th Maine and the 44th New York rarely spend their full allotment of Command Points, and by mid-game the other two regiments have been eliminated or reduced to just one or two fragments. So the time is ripe for Col. Vincent to gallop over to the 20th Maine's "detachment"—that lonely unit which sets up out of command and usually stays that way throughout the scenario. Ah, but with Col. Vincent's Direct Orders bonus the detachment can overcome the uncertainties of Random Movement and hasten back to the bosom of its parent regiment.

March and Die

Column formation bears the penalty of an increased chance of suffering a loss (see 8.11). Continuous double-time march bears the penalty of a column shift on the Morale Table. The combination of these two penalties puts a unit in greater jeopardy than players may appreciate.

As an example, consider the 47th Alabama in a "Little Round Top" scenario. The regiment customarily double-times northward behind the Texas regiments in order to throw up breastworks in preparation for the appearance of enemy reinforcements. If the Yankee at the top of the hill fire just two or three Strength Points at the front of an Alabama unit in rough terrain, they have about one-third chance of causing a casualty. If successful, a trio of modifiers apply to the resultant morale check: disorder, column formation, and continuous double-timing. Thus the "C" morale unit rolls on the "F" column—with a one-third chance of "shatter" (complete elimination). In other words, one puny attack has roughly a ten percent chance of wiping out a full strength unit!

The phenomena can also occur with higher-morale regiments. A "B" morale unit faces the same danger when, in addition to the above circumstances, it is not stacked with or adjacent to another unit of its regiment. Even an "A" morale unit ends up in the same situation when all the other modifiers apply *and* it is shot at from behind. Do you still want to double-time those Texas regiments directly to Little Round Top in the "Major Battle" scenario?

Straightening the Line of Sight

Finally I offer not a tactic, but an unofficial rule change. There is a serious problem with blocking terrain (13.15) when the firing unit and the target unit occupy hexes at different elevations. To illustrate, in the middle of a "Little Round Top" scenario the Confederate player has stationed sharpshooters in hexes 1511 (elevation 520) and 1630 (elevation 480). Union reinforcements have just arrived, including a unit in hex 0416 and an officer in hex 0316 (both elevation 520). The sniper in hex 1531 cannot fire at the officer because the unit blocks the LOS—it lies at the same elevation as both attacker and defender. However, the sniper in hex 1630 *can* fire at the officer viewing uphill, the potential block is not halfway or closer to the firing unit!

The remedy is straightforward: blocking terrain at the same elevation as the higher unit *always* blocks the LOS. Otherwise blocking terrain at the same elevation as the lower unit (or at some intermediate elevation) blocks the LOS when it lies halfway or closer to the lower unit.

GUNS OF SEPTEMBER
Updating 2nd Edition GOA

By Robert Beyma

This article began as the third edition of the rules of *GUNS OF AUGUST*. The second edition rules did not clear up all the problems with the first edition, and even created some new ones (see Vol. 18, No. 3 of The *GENERAL* for a summary of the 1st Edition errata). *GUNS OF AUGUST* was designed to be a playable game with reasonably simple mechanics like *RUSSIAN CAMPAIGN*. Considering the problems with the original rules, it is remarkable that the game gets played as often as it does. When it became apparent that Avalon Hill would not be publishing a third edition, I decided to put the changes into the format of an article. The following will highlight the significant rules and Order of Battle revisions, and present some new optional rules that add additional realism and flavor to this game of WW1.

BASIC RULES

SUPPLY

The 2nd Edition created some major problems with the supply rule, particularly with regard to minor countries with only one or two cities. Rule 11.23 should now read: "A friendly supply source is any controlled city in a friendly or conquered country. A city continues to function as a supply source until all adjacent, non-neutral land hexes are either occupied by, or are in the zone of control of, an enemy unit.

FORTS

Forts represent strong point defenses such as the pre-war fortifications along the French border. The following rules better represent the effort required to construct forts and their proper effect on combat:

17.11 A fort may be constructed in a hex by a supplied fort engineer unit that has spent three entire Movement Phases in the hex in detrained status. No other type of unit may construct a fort. At the end of the third friendly Movement Phase, the fort is placed on the mapboard. (*Note:* fort construction may be performed in an enemy zone of control.)

17.32 The die roll is decreased by two (−2) if all defending units are under the fort marker. The die roll is not further decreased, even if the fort is located in a city or rough terrain hex.

Attacking city/fort hexes is still difficult, but not impossible. Not only are these rule changes more realistic, but the game plays better as well.

BLOCKADE

The Allied blockade proved to be a slow death for the Central Powers—not an all-or-nothing event. The die roll to institute the blockade is unrealistic (as well as a bad game feature). The following is a better simulation of the Allied blockade:

23.2 Allied Blockade Segment

23.21 Beginning in January 1915, the Allied player is considered to have instituted an effective blockade against the Central Powers. The effects are automatically applied to the replacement rates of each Central Power for the current year.

23.22 Blockade Table:

Year	Germany	Austria	Italy (if CP)
1915	−1	0	0
1916	−2	−1	−1
1917	−3	−1	−1
1918	−5*	−2*	−2*

The number represents the number of infantry replacement points deducted from that country's total each Game-Turn. These losses are not cumulative. The asterisk indicates a −1 drm for Morale Determination (see 24.1). There is no effect on other Central Power countries.

Note: The German and Austrian replacement schedules for the scenarios incorporate the blockade effects. The moddified replacement schedules are:

Year	Germany	Austria
1915	9/10	no change
1916	10/8	3/3
1917	8/9	3/3

MONTENEGRO

Montenegro fought side-by-side with Serbia during the war. Accordingly, make Montenegro an Allied country beginning in August 1914 and in the 1915 scenario. Like Serbia, Montenegro is considered conquered in the 1916, 1917 and 1918 scenarios.

SEA MOVEMENT

With Montenegro an Allied country and Durazzo (Albania) as a prime invasion site, it is too easy for the Allied players to open up a third front in the Balkans via the Adriatic. Prohibiting sea movement in the Adriatic altogether is overly simplistic. A better solution is a "diplomatic" one. The Allies were attempting to entice Italy to join the Entente in early 1915, and thus would have refrained from doing anything to provoke Italian displeasure (such as conducting naval operations in the Adriatic). Thus, rules 11.34, 12.34 and 23.31 are modified to include a prohibition on Allied sea supply, sea movement and amphibious invasions in the Adriatic until Italy is a belligerent.

The Naval Interception Table has also been modified:

	1-4	5-8	9-12
1	—	—	—
2	A	—	—
3	A	—	—
4	A	A	—
5	E	A	A
6	E	E	A

The same Naval Interception Table is used for invasions in the Adriatic, except that the number of hexes are counted from Trieste rather than from Bremen. The following die roll modifiers simulate the effects of the Italian naval forces and bases:

(−1) if Italy is an Allied Powers country
(+1) if Italy is a Central Powers country

Note: The Submarine Warfare die roll modifier should now read:

(+1) if Submarine Warfare is in effect and the United States is neutral.

Two other additional changes concerning sea movement and invasion have been made:

12.35 A unit may not use sea movement if it moved or attacked earlier in the same Game-Turn.

23.32 In line 7, put a period after the word "combat" and delete the rest of that sentence. That is, the −1 DRM for invading an occupied hex has been dropped.

COMBAT SUPPORT UNITS

Allocating combat support units to combat units (13.21) is frequently misunderstood. The incorrect 1st Edition errata compounded the problem by allowing players to abuse this capability to achieve an unrealistic chance of holding a hex. The correct interpretation of this rule is: "If a combat support unit is allocated to a combat unit, the two units are considered as one indivisible unit for combat result purposes." Thus, if a Demoralized result occurs, both units must be eliminated or both units must be retreated. Since combat support units cannot retreat, the latter option means that the combat unit retreats and the combat support unit is eliminated. Thus, a player cannot "have his cake and eat it too"; a player must make a choice: if the units defend together, they suffer the combat results together.

SIEGE ARTILLERY

The Allies also had some heavy siege artillery. In the Campaign Game, add a French siege artillery (3-2-2) unit to the replacement pool in January 1916. This unit costs five artillery replacement points to replace. Use of this unit should enhance Allied offensive capabilities and make the game a little more interesting on the Western Front.

The German 420mm (3-1-1) siege artillery unit was initially brought up by rail and was not very mobile. Thus, the following restrictions apply to this unit:

1. The 3-1-1 siege artillery unit must initially deploy on a rail hex.

2. The 3-1-1 siege artillery unit may not use regular movement during Mud or Snow weather.

AUTOMATIC VICTORY

This is another frequently misunderstood rule. The prohibition against automatic victories in Mud and Snow weather means not only that defending units retain their zones of control, but also that the 8-1 attack must be resolved on the 6-1 column. The German player may achieve automatic victories during his August 1914 Special Movement Phase. In this case, the Allied units are picked up at the end of this phase and German combat units may advance into the vacated hex.

GARRISONS

The rules for garrisoning belligerent countries plays well enough, but the rule for garrisoning conquered countries is complicated and does not have a good feel. Substitute this revised rule: "Begin-

ning the Game-Turn after a country is conquered, the conquering player must garrison all cities and rail entry hexes in the conquered country, up to a maximum of twelve (12). The conquering player loses one infantry replacement point for each ungarrisoned city in a conquered country as follows:

Central Powers: Germany loses replacements for ungarrisoned cities in France, Belgium, the Netherlands and Russia north of Brest-Litovsk (inclusive); Austria loses replacements for all other ungarrisoned cities.

Allied Powers: Russia loses replacements for ungarrisoned cities in Rumania, Bulgaria, Germany east of Berlin (inclusive) and Austria east of Budapest (inclusive); France loses replacements for all other ungarrisoned cities.''

VARIABLE ENTRY

The revised Variable Entry Table below better simulates the probabilities, based on quarterly rolls. The original table had larger probabilities, but was based on rolling once or twice each game year.

Country	1914	1915	1916	1917	1918
Britain	4-6	4-6	4-6	4-6	4-6
Italy	1-6	2-6	3-6	3-6	3-6
United States	1-6	1-6	2-6	3-6	3-6
Turkey	1-4	1-4	1-4	1-4	1-4
Bulgaria	1-6	1-4	1-4	1-4	1-4
Rumania	1-6	1-6	2-6	3-6	3-6
Greece	1-6	1-6	2-6	3-6	3-6

Britain automatically joins the Allies if Belgium is invaded or Submarine Warfare is initiated. The British also receive a −1 DRM if they are already at limited participation. (*Note:* If the Allied player rolls for Britain at the start of the Inter-Player Turn in August 1914, he may not roll again for Britain during the Reinforcement Phase of the August 1914 turn.)

The current rules for entry of Greece are confusing. Substitute the following for 30.34: "If Greece is neutral and the Allied player wishes to invade Salonika, the Central Powers player immediately rolls for Greek entry. If Greece joins the Central Powers, all standard rules are followed. If Greece joins the Allies, Greek units are immediately deployed and the Allied units may land at Salonika. If Greece remains neutral, the invading units may occupy Salonika. Once the Allied player has invaded Salonika, however, he is prohibited from declaring war on Greece (in accordance with 6.3). *Note:* when using the Variable Entry Rules, Greece is not considered conquered until all Greek units are eliminated.'' There is also one additional die roll modifier for Greek Entry: (−1) if U.S. is an Ally.

SCENARIOS

1914:

Dutch and Belgian units are deployed by the Allied player at the beginning of the August 1914 Game-Turn prior to placement of Central Powers units. If a declaration of war is not made against these countries by the Central Powers player in August 1914, the units are immediately removed from the mapboard and all normal rules apply.

The German Special Movement Phase rule simulates the strategic surprise achieved by the Schlieffen Plan in August 1914. Rule 31.44 should read: "During the August 1914 Game-Turn, immediately after the Central Powers Combat Phase, all German units on the West Front north of Metz receive a special second Movement Phase. This is treated exactly like a normal Movement Phase, except that the German units have their movement allowances reduced by one movement point. *Note:* German units may not use rail movement during this special Movement Phase.'' Using this rule, and the Automatic Victory rule, any competent German player should be able

to blitz Belgium and/or Holland on the first turn of the game.

1916:

Add one to all Russian Morale rolls. The −3 DRM for morale puts a real damper on the Russians in the 1916 scenario. Historically, Russia had a lot of fight left, as the Brusilov offensive demonstrated. This change, then, makes for a more enjoyable scenario, as well as a more realistic one.

1918:

No units may be deployed in or move into Russia or Rumania.

ORDER OF BATTLE

Britain:

Six British corps (three 5-7-4s and three 4-6-4s) on the West Front in the 1915 scenario *is* correct. For simplicity, the scenarios start the British with the number of corps they would have that year using the British Draft rule. Thus, the correct number of British 4-6-4 corps for each year is: 1915—three; 1916—nine; 1917—twelve; 1918—fifteen.

Turkey:

The Turks receive two (not three) 2-4-3 corps at Constantinople in November 1914. The Turks have five (not six) corps in the 1915-1918 scenarios.

Bulgaria:

The Bulgarians enter the war in September (not August) 1915. The Bulgarians begin the 1915 scenario with three corps, and the 1916-1918 scenarios with five corps.

Greece:

The Greek reinforcements appear in January 1915 and July 1917 (rather than August 1915 and August 1916). The Greeks begin the 1914 scenario with two corps, and the 1918 scenario with four corps.

Italy:

The Italians have one 2-2-4 cavalry corps at the start of the 1917 and 1918 scenarios.

Tanks (19.12):

It only requires four artillery replacement points to create a tank unit.

OPTIONAL RULES

22.0 GARRISONS

Add the following:

22.25 (Optional) If France surrenders, Britain and Italy (if Allied powers) may receive additional replacement points for French cities not controlled by the Central Powers player. Beginning in the Game-Turn after France surrenders, one infantry replacement point is received for every two French cities (rounded down) controlled by the Allied player. If both Britain and Italy are Allied powers, these replacement points are divided evenly between the two countries, with Britain receiving any odd replacement point. *Note:* The Central Powers player does not lose any replacement points for French cities controlled by the Allied player. Similarly, Germany receives replacement points in a similar ratio for controlled Austrian cities if Austria-Hungary surrenders.

23.1 SUBMARINE WARFARE SEGMENT

Add an introductory paragraph prior to 23.11: "Submarine warfare is a Campaign Game optional rule. It is recommended that players refrain from using the Submarine Warfare rules unless the Optional Variable Entry rule is also being used. *Note:* The historical effects of submarine warfare

are simulated in the 1915 and 1917 scenarios by the reduced British infantry replacement rate.''

Add to rule 23.14: "Additionally, a −1 die roll modifier is applied to Britain's Morale Determination (see 24.1) if Submarine Warfare has been in effect for the previous six months. See also optional rule 27.62 for the effect of Submarine Warfare on the Allied sea movement and supply capacity.''

27.5 TURKEY

The Turkish situation is a special one in *GUNS OF AUGUST*. The majority of the Turkish army was engaged for most of the war in areas not represented on the mapboard. The Gallipoli campaign was initiated by the Allies in an attempt to capture Constantinople and open a supply line to Russia. Use of this new rule will allow players to better simulate the Turkish participation in World War I. (It is recommended that players use the Variable Entry rules in conjunction with 27.5.)

27.51 The Central Powers player does not receive the two Turkish infantry corps reinforcements scheduled for November 1914. Instead, the Central Powers player has an "Invasion Reaction Force" consisting of four Turkish infantry corps. Two of these corps arrive at Constantinople during the first Reinforcement Phase in which there are Allied units in Turkey. On the following Reinforcement Phase, two additional Turkish infantry corps arrive at Constantinople. If, during a subsequent Reinforcement Phase, there are no Allied units in Turkey, the Central Powers player must withdraw from the mapboard all Turkish infantry corps in excess of five. These withdrawn units are returned to the Invasion Reaction Force; they then reappear on a subsequent Game-Turn as specified above. The Central Powers player may use Turkish infantry replacement points to replace eliminated Turkish units which are required to be returned to the Invasion Reaction Force.

27.52 The Central Powers player receives one Turkish infantry corps reinforcement at Constantinople during the Reinforcement Phase of the first Game-Turn in which any Balkan neutral (Rumania, Bulgaria or Greece) either enters the war on the Allied side or is conquered by the Allied player. *Note:* This reinforcement may be received only once per game (not once per country). The Central Powers player receives one Turkish infantry corps reinforcement at Constantinople on the turn after Russia is conquered. These units are taken from the units in the Invasion Reaction Force.

27.53 Allied reinforcements and withdrawals are handled in accordance with 30.33.

27.54 Constantinople functions as a Central Powers supply source unless Allied units occupy both of the hexes adjacent to that city.

27.55 Allied units invading Constantinople must roll for passage of the Turkish straits. On a die roll of "1-3", they are successful and may invade; on a die roll of "4-6", the invasion is aborted (see the "A" result on the Naval Interception Table). *Note:* The Allied player is not required to roll for passage of the Turkish straits if he controls hex OO35.

27.56 During any Reinforcement Phase in which the Allied player controls Constantinople, and Britain is a full participant in the war, the infantry replacement values for Odessa and rail entry hex R4 are increased to two points each.

27.57 The Central Powers player must roll for Turkish morale (see 24.0). The following die roll modifiers (only) apply for the Turkish roll:

(−1) during 1916
(−2) during 1917
(−3) during 1918 and 1919
(+1) if Russia is conquered
(+1) if France is conquered
(+1) if Britain is not a full participant in the war

(−1) if the Central Powers player cannot trace a path of contiguous controlled rail hexes, free of Allied ZOC, from Constantinople to Budapest

A "RR" result eliminates Turkish replacements for the next three Game-Turns. *Note:* "D1" and "D2" results are also applied to any Invasion Reaction Forces that are not currently on the mapboard.

27.6 ALLIED SEA MOVEMENT & SUPPLY

27.61 The Allied Sea Movement and Supply capacity is determined by totalling the capacities of the following Allied countries if they are belligerents:

Britain (full participant):	4
Britain (limited participant):	2
France:	3
United States:	2

Note: The U.S. capacity is added starting the turn *after* the first U.S. combat unit arrives in France or Britain.

27.62 Whenever unrestricted Submarine Warfare is maintained, the British sea movement/supply capacity decreases by one point each year. Thus, if Submarine Warfare is initiated in January 1915, the British capacity is immediately reduced by one. If it continues in 1916, the British capacity is reduced by an additional one. If Submarine Warfare is discontinued, the British capacity is immediately increased by one; this increase continues each year until Submarine Warfare is reinitiated or the original British capacity if regained. (British capacity may never exceed four.) During each January Game-Turn, if the United States is an Allied country, the British capacity automatically increases by one (but may not exceed four).

27.7 ARTILLERY STACKING

27.71 More than one regular artillery unit may stack in a hex; however, the total number of combat units and regular artillery units in a hex may never exceed four. (*Example:* two combat units and two regular artillery units could stack in a hex.) The stacking limits of other unit types are not affected.

27.72 The number of artillery units participating in an attack may never exceed the number of combat units participating in that attack.

27.8 NATIONAL FRONTS

Historically, there were certain geopolitical considerations that limited where a country's armies would be deployed. The Fronts on which a country's units may be used are as follows:

Germany:	Western, Italian, Eastern, Balkan
Austria-Hungary:	Italian, Eastern, Balkan
Bulgaria; Turkey:	Eastern, Balkan
France; Britain:	Western, Italian, Balkan
Italy:	Western, Italian, Balkan
United States:	Western
Belgium; Holland:	Western
Russia:	Eastern, Balkan
Serbia; Montenegro:	Eastern, Balkan
Rumania:	Eastern, Balkan
Greece:	Balkan

Any unit ending its Movement Phase not within one of its allowed fronts is considered immediately eliminated.

As a closing thought, let me leave the reader with an interesting interpretation of the Advance After Combat rule (13.45). The official effect of this rule is that any attacking combat unit that participated in the attack that cleared the hex of defenders (not an earlier attack against that hex) may advance. However, one can logically argue that any defending unit(s) should similarly be allowed to advance into hexes vacated by the attacker. Try this one last variant rule if you like; it can lead to some interesting situations. ☆

Let Us Cross Over . . . *Cont'd from Page 24*

way to Westminister to inspire the troops was angrily dismissed by Lee, he having no wish to make propaganda from such a sad event.

Meanwhile, Meade retreated, with Sedgewick (pressed and harrassed by Longstreet and Stuart at every turn) trailing after. Although Meade had suffered a crushing defeat, last in a long litany of Union disasters, he still enjoyed enough numerical superiority to forge a circular defensive line around Washington some 12 miles in radius. As had so many Union commanders, he now believed himself outnumbered and at a disadvantage. In fact, Lee was in a highly precarious position, deep in enemy territory, with a now depleted army at the end of a tenuous supply line. Inevitably, foraging and some looting took place, but overall the Confederate commanders were courteous and considerate of the Maryland populace. And along with a trickle of reinforcements and supplies, came word that Jefferson Davis was attempting to open negotiations with Lincoln, using the victory as his leverage.

The Rebel cavalry, as Longstreet approached Washington from the northwest, turned to ride hard for Baltimore, Stuart realizing that he could little against entrenched Union defenders. Scouts and skirmishers from Fitz-Lee's command on the 10th of July encountered a rag-tag contingent of militia on the outskirts of the city. From prisoners taken there, he learned that the harbor itself was held by only a small garrison, and that as word of the Confederate victory and advance had spread, many Rebel sympathizers in this border state had declared their intentions to support Lee in his bid to win the war. Reiminiscent of the riots at the outset of the hostilities, crowds had interfered with the movement of trains and supplies, attacked individual police and garrison personnel. In short, a state of near anarchy reigned as groups of Union sympathizers entered the fray as well.

So it was that the next day, Stuart launched a sharp attack to take the city and so cut off Washington from the rest of the Union. After a brisk cannonade, a cavalry skirmish, two brief firefights with Union militia, and news of Lee's approach, the local government fled. The militia, many now deserting, folded up. The few regulars were taken off by ship down the Cheasapeake that night, their commanders convinced that the entire Army of Northern Virginia was about to descend on the city. The mayor was left to surrender the great port to prevent needless bloodshed. Stuart's troops were given the honor of raising the Stars & Bars over Fort McHenry, now a military hospital, while a number of enthusiastic secession-minded Marylanders cheered. Meanwhile, Lee entered the city and gave orders to prepare general demolitions, should the army be forced to withdraw. Bulging warehouses, docks, shipping and much of the center of the city was prepared for the torch—even as Lee's commanders took all the supplies of food and clothing their men could possibly use. And, Stuart was sent off once again, to take Annapolis on the 12th and scatter the state government (most of whose members had already fled to the shelter of Washington).

In Washington, news of the fall of Baltimore fell like a bomb. The city's hospitals were already overloaded with wounded, and the city's stocks of food and munitions low, after so much had been lost at Gettysburg. Rumors came by the minute: of Stuart near Philadelphia, of Longstreet's men tunneling beneath the ramparts, of declaration of war by England and France, of Grant's collapse in the west, of Kentucky's secession and fighting there, of every wild flight of fancy imaginable. Panic and chaos made a shambles of the command structure of the Army of the Potomac. And, at the moment, instead of pulling together behind Meade and Lincoln, Congress instead sought to fix the blame.

In the city, small groups of Representatives and Senators gathered in rump sessions. The Copperheads were especially loud and disruptive in these. A few daring officials came into the beleaguered city from the north by way of the Bay and small boat up the Potomac, for the Union still controlled the waterways. But this route threatened to be cut daily by the rampaging Confederate cavalry, who were now engaged in circling the outskirts to interdict any movement in or out of Washington. The concensus of these ad-hoc meetings among the Congressmen was that it was time to end the bloodshed, let the South make its way alone!

And, to deepen the intrigue, the British Minister to the United States government let it be known among the inner circle that His Majesty's Government was dispatching emissaries to Richmond to open discussions on formal recognition and, perhaps, even an alliance. Lincoln desperately fought for the dreams of the Forefathers of "one Union for all", but even his cabinet members were shaken. In short, Lincoln's political stock was at its lowest point, and his arguments seemed drowned out by the rumble of Confederate guns outside the city and the news of more disasters to the north. Although Union forces were gathering in Pennsylvania and New York, they were mainly untried militia; fears were that these would merely provide Lee with another rousing and headline-making victory.

Congress voted to demand that Lincoln open negotiations. Forty-seven days after the battle at Gettysburg, General McClellan (Meade had been summarily sacked at Congress' insistence) sent a party through the lines with a flag of truce toward Centreville, where Lee now had established his headquarters for the siege. The party, including two Congressmen, were to arrange a truce for the entire Eastern seaboard. Lincoln's intent was surely to buy time while the old Union "came to its senses" and gathered the strength necessary from the Western theater to carry on the gruesome struggle. But his half of the Union was no longer united. On 16 October, under mandate from the Congress of the United States, Abraham Lincoln and Jefferson Davis met at 11 AM in Alexandria, Virginia, to open discussions of an armistice to end the hostilities. With rare alacrity, Congress agreed to the terms. Recognition of the establishment of the Confederate States of America (including Kentucky and Missouri) came in November.

The Civil War had ended. ☆

ONE HUNDRED DAYS OF VICTORY
How Napoleon Can Salvage the Empire

By Sam Mustafa

When The Avalon Hill Game Company released *WAR AND PEACE* they accomplished what had as yet been untried in the wargaming field. They created a working strategic simulation of the Napoleonic Wars. Not only was it successful as a wargame, it also provided multi-player diplomatic facets. For realism at that scale, it was unsurpassed.

The game includes nine scenarios and a campaign game. In Volume 17, No. 1 of The *GENERAL*, Mark McLaughlin reviewed each of the scenarios, providing what he felt was the best strategy for each—at great length. And yet when we came to the 1815 Waterloo scenario, there are only two paragraphs. Waterloo is probably the single most famous battle in human history. Mr. McLaughlin dismisses it as "an extremely brittle situation which is nearly impossible for him [*Napoleon*] to win."

What has obviously been overlooked is the fact that Napoleon could have easily won at Waterloo, had he but picked a few different subordinate commanders, and had Lady Luck (represented here by the all-powerful die roll) been a little bit less harsh on his communications. Napoleon had an excellent opportunity to beat the Allies in 1815, and in this article I will show you exactly how to do it in *WAR AND PEACE*.

If you've ever wondered what Napoleon's chronic ulcer condition felt like, just try beating four armies at once. Napoleon does not have a lot of maneuvering room in this scenario; he must keep his army between the Allies and Paris. And yet he has to act offensively if he wants to win. The method I recommend is little different from the Emperor's actual proposed plan of action—except of course, this one will work.

Before we go into the details of "how the thing will be run" as Wellington would have said, let us look back on how it was actually attempted.

The Course of Events

Getting his feet wet walking up the beach was certainly not the most auspicious beginning for a returning emperor, but he seemed quite content. As the brig unloaded the last of the soldiers—a little brigade of a thousand Imperial Guards, the Emperor's aide had expressed his worries and doubts for success. From a nearby hill, an enthusiastic peasant was cheering and waving his hat.

"See Bertrand?", he smiled, "A reinforcement already!"

And with that, Napoleon Bonaparte rode to the head of his pitifully small column and began the march to Paris. It was March 1st, 1815, and Napoleon said to his young adjutant Cambronne, "I will be in Paris by the 20th of March!"

Six days later, he had his first encounter with Louis XVIII's France. As they approached Grenoble, Napoleon's men were confronted by the old Fifth Regiment, veterans of many cold campaigns in Russia and Germany. The Emperor, undaunted, rode into the open, directly in front of his old soldiers.

"Do you recognize me, men of the Fifth Regiment? I am your Emperor!"

There was a moment of tremendous tension, broken suddenly by one old soldier who shouted "Vive le'Empereur!". Within minutes, the officers and men of the Fifth Regiment had engulfed Napoleon, wildly cheering for him as they embraced their old comrades of the Imperial Guard. The march continued, and as it went it grew in strength.

Louis XVIII fled to England, leaving behind men and women, Marshals and privates, peasants and princes; all cheering the return of the Emperor. On the 18th he had arrived in Paris, and the crown was back on his head. The reaction from the other powers of Europe was swift.

Five days before he had even arrived in Paris, eight allied nations (including the all-important presences of England, Prussia, Austria, and Russia) had drawn up an agreement which branded Napoleon an international outlaw. Each of the "big four" was to place an army of 150000 men on the border of France to do away with the Corsican usurper once and for all. England, never strong in manpower, was allowed to substitute a certain amount of pounds sterling, in addition to whatever troops it could assemble. And on the fourth of April, the first one arrived in Belgium. He was Arthur Wellesley, First Duke of Wellington.

Wellington had little at his disposal as he arrived in Brussels. The Belgians were of dubious loyalty; a stunning French victory might very well make them switch sides. There were only five divisions of actual British soldiers available, plus the King's German Legion. Although these were first-rate troops by any standards, they were simply not enough.

Wellington would eventually assemble some seventy thousand men from England, Belgium, Holland, Brunswick, Hanover and other small German states which England's monetary power had enlisted. Not only would he be outnumbered, the Duke would have an army which was mostly militia and with no national unification. Fortunately, he thought, he would not have to fight Napoleon alone. Britain's allies would be sending nearly a half million men into France that summer.

Wellington honestly didn't think Napoleon could get his army together in time. Yet on the first of June, while the Allies had been preparing their own armies for what they thought would be a walk-over campaign, Napoleon conducted a magnificent military review in Paris. The "Iron Duke" was shocked and depressed; Napoleon actually did have all of France behind him. This was going to be no walk-over.

Wellington's army would be operating in tandem with Bluecher's Prussians. They would congregate in Belgium, and form the initial thrust of the Allied assault. Later, the Austrians and Russians would come from the East, and Napoleon would be crushed in a giant pincers, each half of which would be twice the strength of his own army.

The man who supposedly couldn't get his army together in time had already done so, and was going to take to the offensive. Napoleon had nearly 125000 men—almost the equal of Blucher and Wellington combined, and he was moving quickly and silently. From the beginning of May to the beginning of June, the Allies had no idea where the Emperor was, but it was generally assumed that he had not left Paris. In reality, he had not only left Paris, but his large and well-organized Grand Armee was bearing down rapidly on the British and Prussians, who were sprawled out over hundreds of miles of terrain, and still in total ignorance of his whereabouts. The situation was classic Napoleon—concentrate, surprise, destroy. In fact, with the first battles only hours away, Wellington was at a ball when he finally realized, much to his shock and astonishment, that he was about to be attacked. He flew into action,

ordering his troops to concentrate at the little crossroads of Quatre Bras, directly in Napoleon's path to Brussels. Bluecher and Wellington met that night, and promised to mutually support each other if possible. Although the Allies were finally mobilized, Napoleon still held the initiative, and June 16th could be his day of complete victory if he played his hand without error.

Bluecher, for his part, decided to give Napoleon a fight first. With Wellington's army around Quatre Bras, Blucher's right flank would be secure, and he could line up his men around the town of Ligny. With three of his four corps present, he could hold the Ligny-Quatre Bras road, thus maintaining contact with Wellington if things got hairy. The Prussian commander, unlike his English counterpart, was unworried.

Napoleon, however, had already seen that Quatre Bras would be the allies' only means of communications, and thus had made plans to take it. He would detach a wing of his army to take Quatre Bras, while he dealt with the Prussians. The command of this "wing" went to Marshal Michel Ney.

Ney was not the highest ranking man in Napoleon's army. That position was held by Nicholas Soult, a veteran commander who had faced Wellington many times in Spain. Soult, however, had been denied a field command when Napoleon had returned to France. He was now Napoleon's chief of staff, a job he was totally unprepared for and where his vast tactical talents would go to waste. Ney, on the other hand, although one of Napoleon's favorites, had his shortcomings. His main strength lay in the reputation he had earned with the troops. He has known among them as "the bravest of the brave", for his stalwart defense of Napoleon's retreating flanks in Russia. This, however, coupled with his strenuous action in the 1813 and 1814 campaigns, had made Ney a nervous wreck. Some even regarded his a slightly deranged mind due to his frequent emotional outpourings. Despite his overt willingness to serve Louis XVIII as soon as Napoleon was exiled, the Emperor retained an inexplicable confidence in Ney. This confidence was to slowly disappear as the campaign wore on.

On the morning of the 16th, Ney commanded the crack Second Corps, the Third Cavalry Corps, and some of the Guard cavalry. As an operative reserve, he would have D'Erlon's First Corps. With this force, Ney was to take Quatre Bras and find out where Wellington was and what he was doing. Napoleon, with the remaining three infantry corps, and all of the Imperial Guard and cavalry, would hit the Prussians at Ligny. It was the anniversary of Marengo and Friedland, and the first two acts were about to unfold.

Galloping up the Brussels Road to Quatre Bras was General Count Lefebvre-Desnoettes's Imperial Guard Light Cavalry. Just a few miles to the south, at a little town called Frasnes, they encountered a Netherlands brigade which kept up a lively fire with artillery, preventing the Guards from advancing. While Ney was receiving this information, he was handed his general instructions from Napoleon, ordering him to take Quatre Bras. Leaving D'Erlon in reserve, Ney began his advance early in the morning. Coming down the same road in a desperate attempt to forestall Ney's advance was Wellington—alone on horseback. He arrived at Quatre Bras around ten o'clock, as Ney's army was forming up to the south. Wellington was outnumbered three to

one, and with no cavalry. He had managed to gather only a single Netherlands militia division around the vital crossroads. If these men could hang on for a few hours, help would be on the way. There were two crack British divisions and several other division-sized units nearby which were rushing to Quatre Bras. If Ney moved swiftly, he would have Quatre Bras.

Alacrity, it seems, was not on Ney's agenda that morning. Three hours went by without any French activity. Leaving the Dutch troops with their Corps commander, the 23-year-old Prince of Orange, Wellington rode east to confer with Bluecher. He found the Prussian general and his staff watching Napoleon's army unfold before them in preparation for assault. Wellington did not approve of Bluecher's decision to fight here at Ligny, but the Prussians were not attacked, and rode back to Quatre Bras.

By two-thirty, when he returned, Wellington found (much to his surprise and relief) that the French had still not moved. Picton's fifth division was only minutes away, and these crack Peninsular veterans would certainly bolster the Duke's defenses. It appeared as if Wellington were out of his predicament, when cries of *Vive le 'Empereur* were heard from all cross the French line. Wellington correctly anticipated at that moment that he was about to be attacked, and ordered his men into defensive, two-rank lines. Both sides would be fighting in the tall, thin barley stalks that filled the fields in front of Quatre Bras, and they offered excellent protection for both attacker and defender—the odds were even.

Ney's infantry was advancing in wide double-columns to the east of Quatre Bras, attempting to cut the Namur Road, Wellington's only communication with Bluecher. Meanwhile, Napoleon's brother Jerome (commanding one of Ney's infantry divisions) was advancing into the Forest of Bossu to the west of Quatre Bras, and Ney's cavalry was attacking Wellington's centre. Ney had finally moved, and now Wellington's entire line was engulfed.

The Dutch militia gave mixed performances. Jerome's men drove them easily back through the woods, and the French pursued wildly. Most of the central regiments had insufficient time to form squares, and the French heavy cavalry was playing havoc with them. Some fled so desperately that Wellington himself was almost trampled. To the east, however, they held firm. Ney's infantry was making headway due to their numerical superiority, but only slowly and at a cost.

Wellington was in a truly critical position by three o'clock as Picton finally arrived. Sending his Highlanders into action, Picton managed to repulse the French infantry along the Namur road, and beat off the now exhausted French cavalry. Wellington's left and centre were saved. On his right, Brunswick troops began to arrive, and he made plans to contain Prince Jerome in the woods. It had been close; so close, in fact, that Picton took a cannonball in the hip. He kept his wound hidden from his men, but died in pain on the morning of the 18th, as Waterloo itself was about to be opened.

Meanwhile, Napoleon had opened the action against the Prussians. He tried to pin them on their flanks with his infantry, but found the Prussians stubborn and stalwart. Napoleon had sent his best infantry to Ney, and the best of all, his Imperial Guard, was without a commander. Marshal Mortier, the guards corps commander, had fallen ill on the 15th, and was not present.

Napoleon, undaunted, was determined to have another go at it. He sent a combined infantry/cavalry attack into the Prussian right, resting on the all-important Namur road, and came very close to success. The Prussians repulsed the assault, but at a heavy cost. Bluecher's force, although originally outnumbering Napoleon, was beginning to find it-self on shaky ground. The Emperor saw his chance. He needed more infantry—D'Erlon was still there—in Ney's rear, his men fresh and eager to fight. Napoleon, unaware of Ney's failure, ordered Ney to dispatch D'Erlon's Corps immediately to Ligny. Napoleon was going to send it smashing into the Prussian right and finish off Bluecher today. Alone, Wellington was doomed. Once again, the French chances for victory looked superb.

The dispatch was sent around four o'clock, and in his urgency, the young messenger delivered it to D'Erlon instead of Ney. D'Erlon received the order and immediately began to march toward Ligny, yet Ney knew nothing of the action, and by six o'clock Wellington's guards and redcoat infantry were beginning to push him back. Jerome's division was already retreating from the forest. Ney was now the one in a predicament, and decided it was time to use his reserve. He immediately ordered D'Erlon to march to Quatre Bras and put Wellington on the defensive again.

By this time, D'Erlon had come within visual distance of the Ligny battlefield. The Prussian line was in his sight when Ney's messenger arrived. D'Erlon was perplexed. Here he had a direct order from the Emperor to reinforce the Grande Armee. And yet, Marshal Ney was his direct superior, responsible for his corps. D'Erlon decided to follow his most recent instructions, and Napoleon watched furiously as the First Corps turned around and began to march away towards Quatre Bras.

It was now getting dark, and Napoleon was becoming desperate. He had to finish off Bluecher with what was immediately available. And so he sent his infamous Imperial Guards into the Prussian right, with their slow, steady, bayonet-tipped march. The Prussians collapsed, falling back rapidly into the forest behind their line. Bluecher's cavalry fled at a tremendous rate, and the old general was lost for nearly twenty-four hours after he fell from his horse in the growing darkness. Napoleon had carried the field. Yet D'Erlon, who could have been the arm of decision in either of the battles that day, took part in neither. He arrived at Quatre Bras after dark, and Ney had no stomach for any further fighting.

Rain engulfed the armies all day on the 17th. Wellington, realizing that Bluecher's defeat put his own army in jeopardy, withdrew from Quatre Bras. He put the remaining elements of his army together, and with this finally united host of some 72000 he set up a defensive position on the ridges of Mont St. Jean, near a small town called Waterloo. To his back was the forest of the Soignes, and further back was Brussels. This time, there could be no withdrawal. He had to fight here if Napoleon was to be stopped. Bluecher at last rejoined his army and re-organized its battered corps. His Fourth Corps had finally arrived, and he placed the entire body of his force around the town of Wavre, some eighteen miles due east of Waterloo.

Napoleon, for the first and last time in his career, made no effort to pursue his beaten foe. On the afternoon of the 17th (by which time the Prussians were already re-organizing near Wavre), he dispatched his reserve cavalry commander, Marshal Grouchy, with the Fifth and Sixth Corps and about one-third of the cavalry. The Marshal's job was ostensibly a pursuit, but Napoleon had no idea where Bluecher's army was. He felt certain, however, that the Prussians were out of the running for several days and that Grouchy's 30000 men would be sufficient to hold them in position away from the main battle Napoleon was now going to wage against Wellington.

And so the Emperor took his time in a leisurely "pursuit" of the allies, preparing for a battle on the 18th. As that morning broke, the French and Anglo-Dutch armies were staring at each other across the field of Waterloo. Wellington had written to Bluecher asking for assistance, and the seventy-two year old Prussian replied that he would be send-ing two corps as soon as possible. For the time being, however, Napoleon made no moves.

Although his army had completely formed up by nine o'clock, Napoleon waited three hours (ostensibly to allow the ground to dry so that his artillery could maneuver more easily). By noon they were ready, and the French launched a tremendous artillery barrage along Wellington's line. The Duke, however, had cleverly placed his men on the reverse slopes of the ridges, and this bombardment had almost no effect at all. In fact, the French gunners couldn't really see what they were firing at. By one-thirty the barrage had ended, and Napoleon's first assault was launched.

It was composed of D'Erlon's First Corps, still undamaged. They formed up in long, deep columns (by a mistake in communications) instead of the more practical battle lines. D'Erlon's men had the mission of breaking Wellington's left, resting on the good defensive ground of La Haye Sainte. By another mistake in communications, no cavalry accompanied them.

D'Erlon's corps stormed the hills, but met with terrific resistance all along the Allied line. As the French, unable to return an effective fire due to their awkward march formations, began to show signs of faltering, Wellington sent his cavalry into action against the unprotected flanks of the French columns. The result was total chaos in D'Erlon's ranks, and the men routed. The British cavalry charged so wildly that they ended up on the French side of the field, and Napoleon sent his own cavalry into them, killing nearly 3000 of the allied horsemen.

An attempted diversion on Wellington's right had become bogged down in a bloody attack on the British-held fortress of Hugomont. Ney, in charge of this side of the Emperor's army, asked for more troops, and Napoleon supposedly retorted, "Troops? Where do you expect me to get more troops? Shall I create some?!" (Actually, Napoleon had the Fourth Corps, the Guard, and almost all of his cavalry still in reserve. He had simply lost faith in Ney, and was not going to leave any important matters up to him anymore.)

At this point, a dark mass of troops was seen marching from the east. It was the two Prussian corps Bluecher had promised, and they would soon be on the battlefield on Napoleon's right flank. He dispatched Lobau's Fourth Corps to ward them off, while he got underway with the next assault on Wellington.

Shortly after the D'Erlon charge, a group of French currraissiers had charged the allied line with little effect, and had drawn considerable fire. To bail them out, Ney ordered two more divisions of cavalry to engage the allies. A third charged of its own free will. Napoleon gave the go-ahead, and nearly all of the guard and heavy cavalry joined this now massive attack. The French were purely cavalry; they could not hope to hold any ground. Yet they assaulted the English squares of infantry with a ferocity unparalleled to this day in any battle. When it was over, they withdrew with only half of the strength they had charged with. Although Wellington's casualties were far less, his men were now on the verge of exhaustion.

The Prussians were pushing the French flank in. Bluecher had sent his entire army, not just two corps. He had left behind a single corps at Wavre, where Grouchy was currently skirmishing inconclusively, unsure whether to attack all-out or rush to Napoleon's aid. By now it was too late. Napoleon had only one card left to play.

He had originally intended to save the entire Guard for a massed attack, but he kept plugging holes in the front against the Prussians until only 5000 remained. They were his beloved Old Guard, some of whom had spent time with him on Elba. Many had marched all across Europe. If these men couldn't break Wellington, no humans could.

No humans could. They were only five thousand against an army, but they were magnificant. They were the futile gesture of a drowning man; they had no chance to save Napoleon—they could only march up those corpse-filled hills to receive Wellington's bullets. Of the nine battalions Napoleon sent, only one reached the crest of the hill. The British tore into them with tremendous volleys, and finally the 1st Battalion was pushed back down the hill in retreat. It was over. The men cried with horror, "Le Guarde recule!" [*The guard recoils!*], and the entire French army dissolved rapidly into a headlong rout.

The Prussians pursued furiously, nearly capturing the Emperor. The retreat literally did not stop until Paris. Napoleon turned himself over to the Prince Regent of England, asking for asylum. It was denied. He was sentenced to life imprisonment on the tiny island of St. Helena, off the coast of Africa. There he spent the remaining five years of his life.

Napoleon's Plans in Cardboard

Let us briefly analyze the French alternatives in the Waterloo scenario of *WAR & PEACE*. After reaching Paris, Napoleon pondered for a while over whether to act defensively or offensively. In this scenario at least, the arguments against a defensive strategy are many-fold. Primarily, the proximity of the Anglo-Dutch and Prussian armies to Paris is the deciding factor. Wellington, unobstructed, could reach Paris in a single turn. Bluecher would need a little luck on force march, but his chances are still about 50%. Therefore, the Grande Armee must always obstruct the path from Brussels to Paris. Since it is only one army, it will rapidly be outflanked and forced to withdraw to Paris itself. If, then, the French are trapped in Paris, they have absolutely no freedom of movement. The game becomes a siege, and Allied chances of victory are excellent, as they outnumber Napoleon almost three to one.

One cannot escape the advantages an offensive has to offer if it is conducted against the Anglo-Dutch and Prussian forces on the first turn. Special rules rob Wellington of six of his divisions and gives Napoleon two rounds to hit the allies before they can reinforce each other. This represents the crucial days of the 16th and 17th, when the allies were spread out and unprepared for the French onslaught. Since one cannot attack the Austrians in any force without giving Paris to Wellington, the avenue of attack seems clear—we will repeat Napoleon's plan almost to the letter.

At this point, I would like to point out two aspects of this scenario that I disagree with. Firstly, the British leader Lord Hill is missing from the counter mix, and should be included at Brussels. Hill was Wellington's second-in-command and commander of the British II Corps, a superb collection of units. He outranked Uxbridge, so I see no reason to include the cavalry leader without also including Lord Hill.

Secondly, the first Special Rule is bizarre and pointless. I see no logic at all in forcing all French units to force march on the first turn. I can see absolutely no historical resemblance or significance in this rule, and I think it should be deleted, as it will have no effect whatsoever on the results of combat on the first turn. Since the French will automatically move at least four hexes in this scenario, they will be in perfect reach of wherever they need to go without this rule.

We, as the French, will put together twenty-six combat factors on the first turn and throw them against the British and Prussians.

Firstly, Napoleon's force, which is allowed to deploy anywhere within two hexes of Paris, should be placed at Ameins with the Emperor's brother. During the move, we will immediately dispatch Prince Jerome to Tours where he can move the infantry there next turn. Marshal Ney should go to Paris, we will have a use for him on turn two as well. At this point, Soult will get his much-deserved field command. After these commanders, the next force to move will be Strasbourg garrison. We will attempt to force-march it to hex GG8. For better chances, march the cavalry separately. The infantry has a 50% chance of arriving, and the cavalry a 67% chance. If this force arrives, the French will be able to outnumber (just barely) both of their adversaries on turn one. If not, then the French shall be weak somewhere.

Regardless of whether or not the Strasbourg garrison arrives at its destination, the remainder of our units will be moved thusly:

Napoleon at Ameins: Move the Emperor, one guard cavalry, three guard infantry, and one infantry to FF7. Move the forces in Lille to join him there. Then move two of the cavalry strength points from Rheims to FF7 as well.

Soult versus the Prussians: Move Soult's remaining force at Ameins to GG8. To his force here add the remaining two cavalry at Rheims, the Metz garrison, and (hopefully) the forces which force-marched from Strasbourg. Soult should have from 15 to 20 factors. Bluecher has 17. At Brussels, Napoleon and Wellington each have eleven, and one can assume that Wellington chooses to use all his morale-one units except the cavalry to fulfill the Brussels garrison requirements.

This will set up Waterloo, and it would be superfluous to say how close it will be. Meanwhile, there will be some other important movements this turn:

Davout will move at top speed to Lyon, where he will assume command of what will soon be the southern army. The Leader O at Lyon should move to Geneva to prepare to evacuate those units next turn. Meanwhile, *Murat* is going to make a break for it.

The Austrian force in Italy is allowed to set up within one hex of Florence. If it sets up in the protective mountains of II14, then the French will have no problem escaping. If it starts in GG24 or HH23, there will be the temptation to attack. Resist the temptation! Murat will have to run for his life. I recommend force-marching to FF20, or if you don't want to risk the 34% chance, then to GG22. If in GG22, however, you can still be trapped. Another course might be a force march to EE21, but if Bellegard attacks Murat from the mountains, the Italians will probably lose. And to compound this, Bellegard has more cavalry, meaning more destruction if forced to retreat. Therefore, the risk is probably worth taking if you can escape to FF20.

We have now achieved the most economization of force that the French can hope for in 1815. The rest is up to the die, and (if applicable) the tactical matrix.

Let us assume that Soult managed to get at least two factors from forced march. Thus, the French are the larger force on each of these one-to-one attacks. Ignoring the tactical matrix, Soult will get a +1 giving him a victory on a die roll of "8" or higher. He has two chances; the possibilities of victory each roll is 34%, defeat around 25%, and a draw around 40%. As I said, it will be close.

The Emperor will have a slightly tougher time of it. Unless he commits the Guard, he will have a 33% chance of victory, 33% chance of defeat, and 33% chance of a draw. Committing the Guard raises his chances to the same as Soult. It is best, however, to wait until the second round to commit the Guards.

There are other schools of thought for French strategy in this scenario of course. The most obvious is to gather the entire Grand Armee for an attack against either Wellington or Bluecher. This would yield a decisive defeat against one allied army (hopefully), but would leave the other completely untouched. The most logical course would be to

attack Wellington (he is closer to Paris, and if the French capture Brussels they receive Dutch forces of their own). Yet Bluecher, who has already stronger than Wellington, will have around twenty-five factors assembled by the second turn. The Austrians would be on the French border, and Napoleon would still have to fight a desperate battle in Belgium to beat the Prussians before Schwarzenberg takes Strasbourg.

The Allied Reaction

Every turn of this scenario can result in an Allied victory. The French, however, will require several turns to beat the allies. If Murat can escape Italy reasonably intact, he should join Davout immediately at Lyon. The southern army can be used to deter the Austrians or to bolster the Grand Armee, but it will never have more than about fifteen factors. Also, it is important to remember that the Prussians have cavalry in Coblenz, just one movement factor short of a possible force-march into Paris. By the second turn, Jerome and Ney will have six infantry factors in Paris. This should be used as both a reserve for the field army, and as a deterrent to ambitious cavalry.

By Turn 3, the Austrians will have become a serious threat to Paris. And the Russians will be entering from Wurzburg and Frankfort.

If the opportunity presents itself, Napoleon may now have to fight a second "Waterloo". Davout's army, if not engaged by Bellegarde or if not protecting anything vital at the moment, should march north in the general direction of Rheims. Napoleon would now incorporate most of the reserve at Paris. (By this time there could be as much as fourteen infantry factors there.) With this rejuvenation after two turns against the British and Prussians, the Austrians should be attacked by the Grand Armee. If this is a decisive victory, then Napoleon and Davout can really hurt the Austrians on the next turn, while the Russians are still out of reach. If it was not a victory, there is always September; the French will have reinforcements (Davout and more from Paris), while the Austrians won't.

By the end of September, if these plans are carried out, the board will probably look like this:

1) Fragments of the Prussians and Anglo-Dutch armies have regrouped and reinforced and are now a fighting force once again.

2) The main Austrian Army is out of action for a while, although Bellegarde is now threatening Paris from the south.

3) The Russians are now in central France.

4) The French, despite all of their victories, are still outnumbered, and probably have expended the cavalry and Guard units.

Not a pretty sight. Davout will have to go to Paris to ward off Bellegarde, while Napoleon lets the Russians attack him at one-to-one odds. There are only three turns left; a defensive strategy may now work.

If, by this time, the French are forced to retreat to Paris, then the following strategy should be applied: Davout and six infantry inside the city fortifications, and the rest of the French forces in the Paris hex (in the field) with Napoleon. If not forced to retreat into the city, then by all means avoid it. Do not waste energy attacking Allied supply lines, as it will only endanger Paris. You must be stubborn and give land grudgingly. If faced with the choice of retreat or mutual carnage, choose the carnage. You will have four new infantry next turn; Allied reinforcements have farther to march.

The end result should be a dogged French force still holding Paris by the end of December, and thus a decisive French victory. *Viva l'Empereur!*

☆

RISKY BUSINESS
A Designer's Look at BULL RUN

By Richard Hamblen

To a Civil War buff, First Bull Run is an annoying battle. It was the "first major battle of the Civil War", but it simply does not connect very well to the battles that followed. It did not lead to a campaign; it was to be nearly a year before the next great battle in the East. No critical location was taken or saved; both sides eventually abandoned the battlefield. Neither army was seriously hurt; in fact, both armies were torn apart and completely reorganized before the next great battle. Even the tactics were to change, because the amateurs at First Bull Run campaigned very differently from the veterans who would fight later.

Nevertheless, First Bull Run had an enormous impact on the course of the war. It really should be properly viewed as part of the secession phase of the war instead of the military phase, because it solidified the circumstances that controlled the war thereafter. Most importantly, it gave the Confederacy much-needed credibility as an independent nation, plus time to organize for the coming struggle; and this battle made it obvious to the world, as well as the North, that it would take a major war to subdue the South. However, the battle also reinforced a Southern tendency to underestimate the North at the very moment when the Union was grimly preparing for a major effort, a combination that nearly destroyed the Confederacy in the months to come. Finally, the battle had a major effect on both sides' leadership: most of the Union commanders were eventually shunted aside, while the Confederates were consistently promoted until they commanded corps (if they lived long enough).

So, the First Bull Run was an important battle, but not in ways that fit easily into a wargame. Thus, when I joined Avalon Hill in '76 and heard they had an ancient Bull Run prototype that was never published, I was interested but doubtful. However, inevitably I looked at it, sneered at its flaws, played it, became intrigued, and studied it further. As I learned more, I slowly realized that the *campaign* was a fascinating situation that was perfect for a game of unusual excellence. To explain this, I will have to briefly recount some lesser-known aspects of the Bull Run campaign.

First, a little history. To defend northern Virginia, the Confederacy had Beauregard's army at Manassas, with advance guards at Frying Pan (Evans), Centreville (Cocke), Fairfax Courthouse (Bonham, including Kershaw), and Fairfax Station (Ewell), plus independent commands in the Valley (Johnston's army), at Fredericksburg (Holmes' brigade) and at Leesburg (the 8th Virginia, with an antiquated battery). The First Bull Run campaign started on 16 July 1861 when the Union army under McDowell marched out of the defenses at Washington. McDowell's plan was devious and elegant (see map). For his opening move, he tried to trap Bonham, but this was really just a diversion. His real plan was to drive the Confederates back to Manassas and then cross Bull Run south of the town at Wolf Run Ford, which would cut the Rebel supply line and force Beauregard to either fight in a trap or retreat cross-country with an unsupplied, untried army. To accomplish this, McDowell's 2nd Division would advance on Fairfax Courthouse from Alexandria while the 1st Division attacked from the north. His 3rd and 5th divisions would envelop Fairfax from the south—which would also clear the road

to Wolf Run Ford. McDowell would use the green, unbrigaded 4th Division to guard his own supply line, and to prevent unpleasant surprises a separate army under Patterson was supposed to pin Johnston in the Valley.

Warned in advance by spies, Beauregard slowed the Union advance with roadblocks and slipped back to Manassas just ahead of the closing trap. When the enthusiastic 1st Division pursued, it got a bloody nose at Blackburn's Ford. McDowell's first trap failed, but he was just where he wanted to be . . . until scouts reported that the roads at Wolf Run Ford were too rough for a supply line. This wrecked his whole plan, so he concentrated his army at Centreville and started looking for another path across Bull Run. Meanwhile, Patterson had let Johnston get away (actually, reports indicate that Patterson was talked into retreating by his cautious Chief-of-Staff Fitz-John Porter.)

At Manassas, Beauregard was screaming for help, and in the next few days he was reinforced by Holmes, the Leesburg force, the Hampton Legion from Richmond, and about half of Johnston's five brigades. By 21 July, he had 30000 men, equal to the Union strength, so he ordered his entire right wing to cross Bull Run and attack Centreville in hopes of separating the Union army from its supply line.

However, by then McDowell had discovered a wooded road leading to Sudley Ford, and his army had started to march towards it early that morning. The 2nd and 3rd divisions crossed at Sudley (after the 3rd missed the turnoff to Poplar Ford) and drove the Confederates south, while the 1st Division distracted the Confederates at the Stone Bridge and then crossed when they retreated. The 5th Division and one brigade of the 1st were left to defend Centreville. Another brigade from the 1st Division plus one from the 3rd held the center as reserve.

Bayonets gleaming in the morning light revealed the Union attack to Beauregard, but he gleefully ignored it in expectation that it would weaken the defense against his attack, which he expected to hit first. However, his own attack never began because the courier carrying the orders simply vanished. When Beauregard caught on around 10:30, he postponed his assault and sent reinforcements to meet the Union attack. The result was the maelstrom around Henry House Hill, where Jackson and his brigade earned their "Stonewall" title, among other notable events (see The *GENERAL*, Vol. 20, No. 5).

Meanwhile, when the Union forces at Centreville probed for a weakness at Blackburn's Ford they discovered Longstreet's powerful brigade was still there. In fact, Beauregard had left strong forces behind to carry out the attack he still wanted to make, and as the battle on Henry House Hill raged, he finally sent D.R. Jones to attack Centreville—unsuccessfully. As Jones retreated, the Union troops at Henry House Hill concluded that they were not going to win, so like orderly civilians they walked off the battlefield, regardless of what their professional officers screamed at them. Enemy cavalry and artillery sniped at them as they withdrew, but the main Confederate units were too chewed up to pursue. And, as the story goes, when a cannon shell blocked the bridge over Cub Run, the spontaneous retreat turned into a wild rout.

What caught my eye in this campaign was the overall situation on the morning of 20 July. At that moment, the situation held an amazing number of elements that could contribute to an excellent game. First, both sides had obvious objectives. Almost certainly, either of these novice armies would have panicked if it lost its base, so capturing Manassas or Centreville would be decisive. This is a nice, simple, clear victory condition.

Second, the opposing armies were small, which would allow the game to have fewer counters and a shorter playing time than many Civil War battles; this would make it much more playable.

Third, the armies contained a variety of troops with differing capabilities. Putting these capabilities into the game would enhance the dynamics of play.

Fourth, the terrain channelled attacks into distinct routes with limited interconnections. This made it difficult to switch attackers or defenders from one route to another, adding a dimension of strategic maneuver that is rare in wargames these days.

Fifth, the opposing armies were equal, they were too weak to defend all of the route, and the attacking side's position offset the defender's initial terrain advantage. This ensured that both sides could find a weak spot in the enemy to attack. Moreover, since attacking along one route reduced the attacker's strength on the other routes, each attack actually encourages the enemy to attack elsewhere! In most games, the stronger side employs offensive tactics and the weaker side employs defensive tactics, but in a First Bull Run game both sides would have reason to attack and defend at the same time.

Sixth, both sides had intelligent commanders who understood the situation. This removed one of the most pernicious problems facing a game designer—the "idiot factor". All too often, the fog of war—or simple stupidity—caused a historical commander to commit an important blunder. When a game designer comes to that blunder, either he must allow the players to change it (so outraging students of history) or he must force the players to repeat it (outraging competitive players). Since most players want competition and history at the same time, game designers hate the "idiot factor". Fortunately, the idiot factors at Bull Run were minor.

RISK AND REALITY

Taken together, these six virtues created a golden opportunity to make a super-competitive game, due to "the theory of risk". In a nutshell, the theory of risk says that when a player makes a decision, in addition to average results he should consider the worst and best things that can happen to him. Decisions with a wide range of results are "risky" decisions, and they add a new dimension to the competition by rewarding the player who judges them skillfully.

First Bull Run is an extraordinarily competitive situation to simulate because it required so many risky decisions on the part of both sides. The existence of distinct attack routes creates numerous risks: each attack risks being bottled up, and each defending force risks being attacked separately. The delays involved in moving from one route to another introduced significant risks into simple movement. The small size of the armies involved increased the importance of casualties. Taken together, these
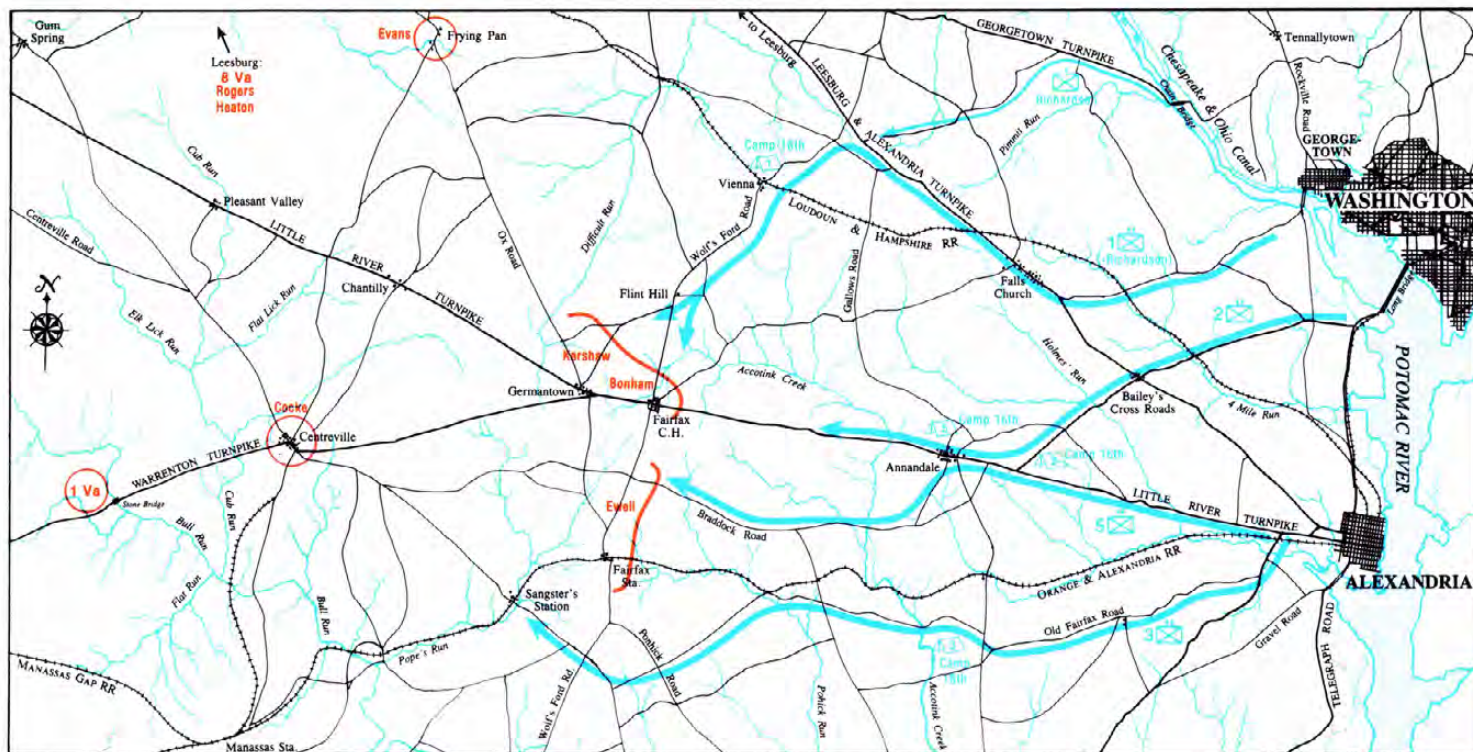
Illustration: The Union advance on Centreville, showing the campsites of the 16th and the Confederate positions that day.

decisions constantly test the players' ability to move, attack and defend skillfully.

As an added bonus, the small number of units meant that the game design could be simple and playable, an important virtue for a competitive game. Finally and unbelievably, it could even be a good simulation, because its virtues came straight out of the history of the campaign! I simply could not resist such an opportunity. So I took on the task of designing *BULL RUN*.

After fiddling with the subject on and off for years, I was finally ready to put it on paper. I now faced the chore of finding simple, playable mechanics that would accurately portray the competitiveness of the situation.

In order to include all of the attack routes, the map had to run from Union Mills to Sudley Ford, plus a margin to allow realistic flanking. Infantry was given a cross-country movement rate of four hexes per turn to give it reasonable maneuverability, and the road rates and other movement factors were simply scaled accordingly. But two grades of road were necessary to portray the movement of artillery. This all resulted in a map scale of some 1000 feet per hex and 30 minutes per game turn, which luckily created a reasonable number of turns for my game.

This scale was too big to represent battle lines accurately—in 1000 feet a regiment could be facing in any or all directions, and in 30 minutes it could wheel around three times. However, it was necessary to define whether two regiments in the same hex were supporting each other. The raw regiments at First Bull Run would support each other only when their commanders told them to, so in *BULL RUN* each regiment can be attacked separately, but there are substitute counters that can be used to combine units when they are supporting each other. Other units are assumed to support nearby artillery.

At First Bull Run, the units were notably "brittle". Infantry casualties were so light that units were not affected until they broke ranks, whereupon they fell apart. Similarly, artillery units were so small that effective fire simply destroyed them, and anything less had only minor temporary effects. The obvious way to simulate this was to use a unit elimination combat system, so I made use of the Avalon Hill

"classic" CRT. Though this CRT is often criticized for lack of "realism", it actually does a good job of representing combat where units are brittle and mass effects are critical. Thus, the combat odds system accurately represents the effect of massed firepower at First Bull Run. The primary effect against infantry was on their morale, so each infantry attack is actually a morale check and elimination means that an enemy unit broke and scattered. Soak-off tactics that sacrifice a weak unit to leave a stronger unit next to an enemy counter represent a diversion combined with a strong attack that stampedes one enemy unit, forcing the neighbor to retreat or take a morale check by counterattacking. To tailor the system to the First Bull Run, I scaled down the losses the CRT inflicts, and I added an "Automatic Victory" rule.

Each unit was given a defense factor that represented its firepower (300 men or two guns per point) and an attack factor that represented its ability to face enemy firepower. This over-values artillery generally, but it is valid because at First Bull Run artillery had an enhanced effect on morale due to the "greenness" of the troops engaged.

Other innovations were incorporated to add realistic aspects that could better the competition aspect. Artillery units were given two modes to define how much time they spend moving versus firing (limbering and unlimbering has nothing to do with it). The activation rules limit the ability of units to act independently. Activation, combining units and morale all depend on leadership, so leaders were put into the game with values that defined their ability to activate units, their ability to combine these units, and the morale these units gained when combined. Combined units were reduced in movement to reflect the delays involved in coordinating several regiments as they maneuvered together.

Most of the historical "idiot factors" were solved by the leadership rules, but two remained to trouble me. First, the confusion caused by Beauregard's lost orders was necessary in the game in order to give the Union player at least one place to cross Bull Run quickly and safely. Therefore, the Confederate player is forced to recreate Beauregard's situation: he must set up roughly as Beauregard did and he

can move only those units that actually moved before 10:30. This restriction ends at 10:30, or sooner if the Union player attacks any of the "frozen" units. The second problem was caused by Johnston, who thought Patterson had followed him to Bull Run. He would have ordered a retreat if the Union had established a bridgehead anywhere near Manassas, so stars were put on certain hexes on the map that qualified as such bridgeheads—and the Union player can win by holding one of these stars at the end of the game.

All of these innovations increase the number of meaningful choices the players are faced with in the game. As a result, the final version of *BULL RUN* is literally swarming with risky decisions—all taken straight from the history books.

FINAL JUDGEMENT

So how does the resultant design play? Very close, thank you. The Confederates have the advantage in morale, particularly when their units combine in brigade, but these units are brittle. The Union has advantages in better organization and better artillery to offset this.

Some players have objected that the Confederates can win every time by massing everything against the Sudley crossing. However, the Union can guard against this by leaving active forces to force a secondary crossing at the fords the Rebels have stripped; it does take a substantial force to block a ford completely. Oddly enough, some players have objected to this line as being "unhistorical", allowing forces to act on the basis of distant events. All I can say is, tell it to the Union forces at Centreville and the Confederate forces under Jones, who tried to do exactly that during the real campaign. The leadership rules limit the abuses that are possible.

However, *BULL RUN* turned out to be a longer game than I had expected, even though it has a small counter mix. All those risky decisions, I guess.

And finally, for all its virtues, *BULL RUN* has never been a popular game in the Avalon Hill line of titles. I get wildly enthusiastic letters—all from the same small group of people. Sigh. Game designing certainly is a risky business. ☆

OPPONENTS WANTED

Any Avalon Hill Gamers in Kingman, Bulhead or Lake Havasu City, AZ area? Interested in forming monthly club or ftf play. Mark Clark, 1739 Miami Ave., Kingman, AZ 86401, 753-9367.

Does anybody play pbm AF and/or DL? I'll play any scenario, either side. Any time period is OK, let's fly! If anyone's interested, please write: Charles Greger, 2621 McCulloch, Apt. 1A, Lake Havasu City, AZ 86403.

Dune, FL, VITP and more. Please call on weekends. Scott Nedza, Phoenix, AZ, 948-6435.

ASL, AK, BS, Dune, GL, KM, WAS; others. Give me a call. Warren Day, 6203 E. Gold Dust Ave., Scottsdale, AZ 85253, 991-7863.

Any gamers in Victor Valley? Will play ftf/pbm: AK, AIW, BB, DD, FL, FR, PL, STAL, TRC, WSIM. Also SL/ASL ftf only. Forrest E. Metz, 1314 E. Topsanna Rd., Apple Valley, CA 92306, (619) 240-5692.

Players wanted for AREA-rated pbm DIP. Send SASE for details. Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, (415) 461-2692.

I don't like solitaire. Will play ASL, BV, PARA, DASL, UF, BANZ, CIV, DIP, FP, FE, GE, GOA, TLD, RF, SOF, TT and even pbm. David Wallick, 12319 Mills Street, Groveland, CA 95321, (209) 962-5013.

Are there any TA players in the O.C. area? Have most other wargame simulations as well! Scott C. Davies, 67 Rambling Ln., Laguna Hills, CA 92656, (714) 831-1824.

Any FE players in San Diego area? Will play Invasion Scenario. Will also pbm. Either side. AREA play only. Randy Heller, 8404 Adams St., Lemon Grove, CA 92045, 460-7432.

Wanted: group gamers along US 101: SB to SLO: CIV, KM, RB, 1830, DIP, and BRIT. Wally Waldau, 401 W. Pine Ave., #188, Lompoc, CA 93436, (805) 737-0210.

Ftf opponents wanted for: CIV, BRIT, 3R, CONQUISTADOR, KREM, MOV, DIP, WQ and others. Tony Strong, 1027 E. 7th St., #5, Long Beach, CA 90813, (213) 591-0423.

Two man 3R team seeks opponents/teammates. Play every Sunday. Have undisturbed game rooms. Practicing for 1990 tournaments. Zep Sylvis, 6119 Crestwood Way, Los Angeles, CA 90042, (818) 951-4728.

AF Campaign game "Battle of Britain" we need pilots for the RAF and Luftwaffe. Be in command of a squadron, be part of a team. SQ Leader Wells, 3rd Floor, Con-West, 1640 Sepulveda Blvd., Los Angeles, CA 90025.

Avid but rusty gamer looking for ftf opponents. Own many games and also willing to try and I don't own. Any clubs in the area? Doug Mogica, 801 Middlefield Rd., #6, Palo Alto, CA 94301, (415) 323-4814.

Moving to Guam in late Sept. Any clubs on the Rock? I play any Napoleonic, Civil War, or Tactical Simulations. Michael Schecher, 10581 Folsom, Rancho Cordova, CA 95670, (916) 364-1034.

Midway players: experience the fog of war as I umpire your pbm game. Send SASE for more information to: Alan Hayes, 518 Messina Dr., Sacramento, CA 95819, (916) 739-1386.

North County resident seeks ftf opponents in AK, BL, BB, DD, SC, TAC, 3R, VITP, WAS, WAT. Paul Mankiewicz, 17763 Azucar Way, San Diego, CA 92127, (619) 451-6091.

Advanced Squad Leaders—Let's pbm. Have all six modules or DYO. All letters answered. Eric Lauterbach, C-14846, P.O. Box 8101, Room 3199, San Luis Obispo, CA 93409.

AREA gamer seeks UF ftf gaming; or SOA. Pat Cook, 1900 Ascot Pkwy., #915, Vallejo, CA 94591, (707) 552-4269.

Wanted, dependable opponent for a long-term judged pbm game of FT. Long scenario's take over a year to play. D. Hayes, 410 Lee, Victor, CO 80860, (719) 689-3133.

Hartford-Springfield area seeks friendly competition. 7th Fleet, 2nd Fleet, RF, DD others. Willing to travel. 30 yrs old; reliable, quick learner. Michael Jacobs, 15 Kings Court, Enfield, CT 06082, [Home] (203) 623-6940; [Work] 522-3232.

Two Conn. gamers seek Rated pbm or ftf opponents in BR. Both are AREA 1500 (Prov.) 6 USIC and BR specific, Ron Brooker, P.O. Box 9644, New Haven, CT 06536, (203) 933-2924.

PBM and ftf opponents wanted for TRC, W&P, Cassino. Willing to learn other games. Pete Simpson, US Embassy Buenos Aires, APO Miami, FL 34034, 773-4557.

DIP player, beginner, looking for game, will play any country. In Tampa area or pbm. Mike, 15 N. Fernwood Ave., Apt. 44, Clearwater, FL 34625, (813) 725-4786.

Opponents Wanted for FT—Miami area. Please call David Goldin, 7205 West 2 Lane, Hialeah, FL 33014, (305) 825-8376.

New zine offers Dip games and variants (Asian2, Minimalist, Fog of War) to friendly players. Get into the postal Dip hobby, It's fun! Write to: Dipadeedoodah! c/o Phil Reynolds, 2896 Oak St., Sarasota, FL 34237.

Adult player looking for opponents (female players welcomed) to play AH non-wargames, especially RB, KREM, DIP, CIV. RB fanatics. Write me! Fritz Schwartz, 818 Greenwood Ave., NE, Apt. 10, Atlanta, GA 30306, (404) 892-5305.

Ftf 40 year old gamer for BL, BB, CIV, GOA, HW, LW, MD, PGG, RW, TRC, STAL, SUB, TAC, 3R, VITP, W&P, WAS, WSIM. Jim Long, 105 Terrace Rd., West Point, GA 31833, (404) 643-5664.

DIP pbm you'd battle with me and an equally fierce opponent in LA. Chris Eaton, 660 W. Melrose, Chicago, IL 60657.

Wanted ftf gamer for ASL or SL. Dave McLee, 1911 W. Pearl Ave., Rockford, IL 61103, 877-5557.

Reliable gamer seeking pbm opponents for SL, SC, FL, Wizard's Quest, Yellowstone, and Outdoor Survival. Will try B-17 also. James M. Cook, 9704 Stacy Lane, Union, IL 60180, (815) 923-4434

Seeking ftf in West Chicago suburbs. Favorites are CIV, 3R, Pax Brit. Interested in learning EIA and others. All replies answered. Matt Taylor, 1000 S. Williams, Apt. 30, Westmont, IL 60559, (312) 852-5878.

New kid on block wishes player who will challenge me. Will play GOA, STAL, FitW. All letters answered. Try me if you dare! Jesse Severe, 105 Lincoln Street, Sheffield, IL 50475, (515) 892-4639.

22 year old AREA 1550 BCF needs 1400+ opponent for Rated pbm PL, PB. Precise moves, rapid replies guaranteed. Tom Storey, RR 1, Zearing, IA 50278.

Any serious gamers in Louisville area? Looking to start weekly club. EIA Campaign game desired. Also ftf PW, CW, VITP. Michael Turner, 3609 Pinecove Ct., #5, Louisville, KY 40299, (502) 267-0348.

New Orleans Area Gamers Club seeks players for all game types and skill levels. Greg Schloesser, 3800 Briant Drive, Marrero, LA 70072, (504) 347-7145.

AREA 1500 (Prov.) seeks Rated pbm for WAS, PB. Want to joing game club or start one in New Orleans area. Briant Leavitt, 2442 Jay St., New Orleans, LA 70122, (504) 282-1017.

Wanted Opponents for ftf or pbm 3R, W&P, MD, AK, PK, MD; (will travel to play a game in Louisiana). Ricci Moran, P.O. Box 1065, Ruston, LA 71273, (318) 251-9038.

Experienced gamer seeks ftf competition in Baltimore City. Any(?) game. Prefer ASL, F:, 3R and AIW. Damon Norko, 221 N. Charles St., Baltimore, MD 21201, (301) 783-4261.

Average gamer seeks adult pbm opponents for AK, WAT, STAL, BB and AZ. Roger Easter, 14715 Soft Wind Drive, Gaithersburg, MD 20878, 762-0061.

Tired of immature opponents? Try AHIKS! Over 20 years of service to ftf and pbm wargamers worldwide. Information and application forms available from the Secretary: Bill Salvatore, 19985 Wild Cherry Lane, Water's Landing, MD 20874.

Looking to refight WWII battles on or about their 50th anniversary. This fall ASL, HW, SUB, WAS, PL'40, 3R. Seth Owen, 6 Whelden Lane, Acusitnet, MA 02743, 998-2784.

Experienced reliable adult wargamer seeks friendly ftf competition for Pacific War, TP-STAL, PGG, AZ, 1914, Fleets, FT, FR, TRC and others. Doug Dery, 11 Brookfield Rd., Franklin, MA 02038, (508) 528-7486.

BOARDGAME CHALLENGE held every month at the Norwood Civic Center. All types of boardgames played. Call for free newsletter and meeting schedule. All gamers welcome. Eddie Campisano, Norwood Recreation Dept., Norwood, MA 02062, (617) 762-0466.

Non-fanatic looking for solid KOTA, ASL, GL, pbm FT, pbm FP and KM players. UF? Sense of humor? Honor system and good gaming. Kurt Martin, 710 McKinley, Ann Arbor, MI 48104, (313) 769-1408.

Organizing Statis Pro Baseball League for National League play. If interested respond A.S.A.P. Will have initial draft to stock teams—get in on ground floor. James Cieslak, 22301 West Outer Drive, Dearborn, MI 48124, (313) 274-6965.

Wanted: Pbm, ftf for 1776, ASL, AIW, BL, CL, CIV, FP, FE, FITG, GOA, PL, VITP, W&P, ST. AREA 1500 New. John Gettel, 5848 Smithfield Ave., E. Lansing, MI 48823, (517) 332-7299.

AREA 1500 (Prov.) seeks pbm/ftf Rated games (Non-Rated too) in: 3R, TRC, FT, GI, WAS, VITP. All letters answered. All comers. Honor system. Kurt Romig, 1314-B University Village, East Lansing, MI 48823, (517) 355-6193.

Russian Front! Non-Rated instruction games sought pbm, ftf. Flat Top! GM'd scenario underway—now I need alternates! [AREA 1500] Kurt Romig, 1314-B University Village, East Lansing, MI 48823, (517) 355-6193.

Mature, competent, prompt, AREA Rated 1500 (Prov.) seeks same for Rated games, WAT, AK, DD. Patrick McNevin, 12985 Raven St., NW, Coon Rapids, MN 55433.

Adult opponent wanted for pbm game: SL/ASL, WSIM, AF/DL, SUB, KOTA, RW. Any ftf opponent in South MS? AREA preferred. Richard Hamilton, P.O. Box 1876, Pascagoula, MS 39568-1876, (601) 769-6955.

Opponents Wanted! New AREA member looking for rated ftf or pbm in FP, BIS, NATO, Vietnam. Willing to learn others. Charles Lewis, 1112 Crestview Lane, Perryville, MO 63775, (314) 547-2343.

Seek ftf for SL and ASL in Lincoln-Omaha, Nebraska area. Ron Webb, 3445 "S" St., Lincoln, NEa 68503, (402) 477-0283.

Adult gamer seeks opponents for FT, MD, HW and fantasy games to play ftf or via modem. I am in North Jersey area. David deGil, 31 John St., Fairfield, NJ 07006, (201) 927-5101.

Adult gamer returning to hobby after long absence. Seek responsible opponents for ftf/pbm for most AH games (Rated or Non-Rated). Dennis Agosta, 126 Johanson Ave., Somerville, NJ 08876, (201) 526-6048.

Novice ASL player seeks adult ftf play in NYC. Have all modules including 6. Please call after 6 P.M. Jim Becker, 1367 Shore Pkwy., Brooklyn, NY 11214, (718) 265-6385.

Newcomer to the hobby looking to ftf with any mature adult gamers in the L.I.-NYC area. DD, AK, STAL, VITP. Willing to learn more. Dave Wise, 29 Crescent Beach Dr., Huntington, NY 11743, (516) 421-4713.

Stuck with no mature adversary. Will try pbm in ASL or PL. Also ftf SL, 3R, MD, RW. Will try others. Unproven AREA Rated 1500. Scott Quiggle, 213 Pioneer Road, Painted Post, NY 14870.

Age attrition opponents seeking willing gamers. Wayne-Monroe County area or N.Y. Fleet series, CASS, TRC, VITP, BB and others. Jack Morrell, A-197 Salzburg Village, Palmyra, NY 14522, (315) 597-9560.

AREA 1557 verified seeks opponents pbm—TRC, AK, GRAD, WAT for rated games. All letters answered. Ed Alexis, 21 Pamela Road, Peekskill, NY 10566-6343, (914) 739-4379.

Adult gamer wants pbm opponents for VITP, SC, SOA. Rated VITP only. I'm 1600+. Prefer opponents be 1600. Will consider 1500+. David Blaylock, 7 Ward St., Canton, NC 28716, (704) 648-7514.

Adult gamer new to RTP AREA interested in joining FRP Group for RuneQuest, etc. Weekends only. Willing to travel. Dick Jesser, Rt. #3, Box 256A, Creedmoor, NC 27522, (919) 528-3768.

Seeking opponents for FR, AIW, CASS, GOA, SC, RSN, TA, TRC, STAL, Fall of Antiquity, Revel Space, and Star Trek. Jim Evans, 1139-11th St., N.W., Canton, OH 44703, 456-4214.

ASL players subscribe to "In Contact" newsletter with scenarios. High quality. Always playtesting, local ASL'Rs call. Serious play for fun. Mark C. Nixon, 1419 Willshire Rd., Lyndhurst, OH 44124, (216) 442-9127.

Adult gamer seeks ftf ASL; pbm GE'88, TRC, BB'81, AREA 1500 (Prov.). Don Menig, 7581 Kemper Lakes Drive, Pickerington, OH 43147, (614) 759-0838.

ASL or SL opponents wanted for Fir./Sat. night games. You must talk to recorder. Louis D. Alessandre, 26 Balsam Ct., Holland, PA 18966, (215) 968-5579.

Looking for college age and up ftf opponents. Will play old and learn new board and role-playing games. RW, AF, KOTA, FP, KM, FL, CIV. Nike Nagel, 9071 Mill Creek Rd., #2407, Levittown, PA 19054, (215) 945-4196.

The Emperor of ETNA wishes to meet more local wargamers for some fun or serious ftf gaming. Tom Semian, 219½ Kittanning St., Pittsburgh, PA 15215, 781-2147.

Looking for opponents for a 4 player pbm game of BRIT. Have pbm referee already lined up. Also looking for other ftf or pbm competition. Jeffrey M. George, 40 High St., Apt. #18, Pottstown, PA 19464, (215) 970-9431.

Pbm opponents wanted for GE'88, AF/DL, FITW, DEV, WAS, WAT and PAA. Rated or Non-Rated. Ed Snarski, 111 Swanson Road, Wilkes-Barre, PA 18702, (717) 825-2323.

AREA verified 1500+ seeks pbm Russian Front. I choose rules then you choose sides. I'm 42 and Vietnam vet. J.C. Lawson, 1515 Gist St., CB-2, Columbia, SC 29202.

ASL'ers in East Tenn. Unite! Join E.T. Tacticians. Meeting in Jefferson City every 2nd Sunday. For all ASL'ers in E.T. Tim Deane, 720 Carolyn Dr., Jefferson Ciy, TN 37760, 475-9286.

Attn. D/FW area wargamers! The Texas War Dept. meets once each month to play all types of historical conflict games. For more info., please contact: Greg Clayton, 3550 Timberglen Rd., #302, Dallas, TX 75252, (214) 306-1451.

Pbm FL, TLD, MID, AF, FT, FP, PK, SL, PL. GE, AZ, AIW, DEV, FE, TRC, RF, 3R, BC, BR, VITP, CAE, GOA, STAL; AREA, John Cates, Rt. 1, Box 481, Huntsville, TX 77340

Adult returning to wargaming after absence. Would like to play ftf or pbm VITP, FT, MID, FE, RF, 3R, HW. Have others will answer all letters. Bob Kennedy, 11910 Westlock Drive, Tomball, Texas 77375, (713) 255-3451.

D.C. area opponent wanted for BR, Lee vs. Grant and other Civil War games. I'll accept any challenge! Paul Marcone, 6901-H Victoria Drive, Alexandria, VA 22310, (703) 922-0597

The Washington Gamers meet the second Saturday every month. Get our newsletter by joining (6 issues for $5). Over 100 issues published over 12 years! Dennis Wang, 2200 Huntington Ave., Alexandria, VA 22303, (703) 960-1259.

Four players needed for Tac-Air Scenario Eleven. Send SASE for info. Also available is umpired FL and KM. Thomason, 4140 14th South, Seattle, WA 98108, 762-2001.

Interest Group Milwaukee wants you! 12 year old group looking for new blood. Regular meetings, many games including most multi-player. No Dues! Contact: Jayson Gralewicz, 1413 240th Ave., Kansasville, WI 53139, (414) 878-0618.

Cheyenne Armchair Generals meets each Sunday. Twenty members and growing. SL, TRC, EIA, CM, DIP, many others and various miniature systems. Larry Sturgeon, 3508 Amherst, Cheyenne, WY 82001, (307) 635-0512.

Adult ftf opponent wanted for many AH and VG games. Brian Clemens, Site J2, C-5, RR2, Namaimo, B.C. Canada V9R 5K2, 722-2555.

Seeking AREA Rated opponents for AIW, EIA, FP, FE, KM, PB, (Tac Air). All letters will receive a reply. Michael Shea, 48 Mathers St., London, Ont., Canada N6C 3W2, (519) 668-2685.

UK Wargamer seeks mature adults for pbm with Pacific War or Vietnam. Multi-player options likely on good response. All letters answered. Ian Hayes, 12 Lightfoot Road, London, N8, UK.

Any pbm gamers in Italy? In Europe? In U.S.A.? If Italy is not too far write me. MD, RW, FT, AIW; will answer all letters. Paolo Rubino, Viale Unita' ol'Italia 13, Formia, Italy 04023.

Norwegian pbm gamer seeks opponent for Rated pbm games. Will play TRC, FE, BB. Stein Surland, Svaleveien 24, 3030 Drammen, Norway, (03) 884746.

Any wargamers in the Philippines? Forming a club at SUBIC. Any and all games accepted—can travel to Clark. Mike Combs, Box 42, NEX-SUBIC, FPO S.F., CA 96651, 884-8927.

THE QUESTION BOX

GETTYSBURG '88

Q. Can you clarify which hill hexes are, and which are not, connected?
A. The only ones that are not immediately obvious are the following:

Hexes F5, F6 and E6 are NOT connected.
Hexes D3 and E4 are connected.
Hexes E4 and F3 are NOT connected.
Hexes G3 and F3 are NOT connected.
Hexes A1 and B1 are NOT connected.
Hexes S2 and R2 are NOT connected.

Q. Can you likewise clarify which of the following woods hexes are connected?
A. Sure—hexes C4/D4, hexes H9/G10 and hexes N1/M2 are connected; the following pairs of woods hexes are NOT connected: B1/C2, A4/B4, G7/G8, G8/G9, H2/I3, H6/H7, I6/I7, I7/I8, I8/J8, J8/J9, K3/K4, L4/M5 and U10/U11.

Q. Does a stream hexside mean that two adjacent woods hexes, one on each side of the stream, are not connected?
A. No, the stream does not preclude the woods hexes from being connected.

Q. There seems to be some discrepancy between Robertson's historic location and your listing for him at the start of Scenario Three. Is Robertson's artillery really to be placed in J11?
A. No—place it in I11.

Q. The third example of Movement in the Battle Manual (page 19) seems to be in error. Or maybe I'm missing something. Could you explain it?
A. The example should read: *To hex ''E3'' (costs one-half movement factor due to the connecting road), then to hex ''F2'' (costs two movement factors due to the woods—even though it is a road hex, it is not connected to hex ''E3''), then hex ''F1'' (only one-half movement factor thanks to the connecting road), and, finally, to hex ''G1'' at a cost of three movement factors . . .* By substituting this for the first few lines, the example should now correspond to the illustration of Reynolds' movement.

GUNS OF AUGUST

Q. Are the Scenario Fronts for the Campaign Game or 1914 Scenario the borders of the initial belligerents?
A. Yes, except that Germany may set up in Luxembourg.

Q. If a coastal city has all of its surrounding land hexes occupied by enemy units or in enemy ZOC, is it isolated?
A. Most surely. The city is isolated and cannot function as a supply source; note, however, that sea supply may be used to supply units n the city.

Q. In the Combat Results chart, the modifiers for combat cannot exceed −3 or +3; is this for each side, or after adjustment for the total?
A. After adjustments (e.g., Defender has −3, and attacker +6, for a net of +3).

WAR & PEACE

Q. When a Major State is conquered, what can the conquering player do with the one city he automatically takes control of (X.I.2c)?
A. If this city is a major one, it may be used as an additional supply source (just like a major city in a home country). This supply source is lost the moment the conqueror loses control of it, however. If re-occupied, the hex may once again become a supply source.

Q. What is the cost to purchase Guard Cavalry from the Force Pool (X.J.2d)?
A. Guard Cavalry =3 Productions Points.

Q. Can British naval units (not transports) carry Production Points to another country?
A. No, only leaders (as per X.F.3c).

Q. What happens to units that invade Stockholm and are forced to withdraw?
A. Unless some other option is available, they are considered to be in Finland (see Page 28 of the 2nd Edition).

Q. When exactly during the Pro-French Player's segment is the die roll made to determine if Napoleon returns from exile (X.K.5d)?
A. At any point of the French player's choice during the Alliance Phase.

Q. Can Gibraltar be used as a supply source for the British in the Campaign Game?
A. As per VIII.D.2c of the 2nd Edition, most certainly.

Q. For purposes of Victory Conditions and determining a winner, can the British player count the production city of Portsmouth?
A. Yes.

Q. Is a leader required to initiate combat?
A. No. As rules N.1 and O.2a imply.

Q. Can I infer that a leader is not required to accompany infantry units being moved by naval transport?
A. A leader is not necessary for the actual movement, but must be in the hex for the troops to board the transport—in effect, the infantry in the hex is ''dropped off'' (J.4e) onboard. And, of course, at the end of the transport, a leader will be necessary to move the infantry out of the destination hex (J.4a).

PLATOON $16.00
Man-to-Man Tactical Combat in Vietnam

A disappointing response from the readership to this first attempt to lure new players to the ranks of wargaming: the 22 replies are hardly enough to base any valid conclusions upon regarding the worth of this effort, and certainly not enough to place *PLATOON* on the ongoing RBG. Apparently, this low response is due to the fact that the bulk of our readership are experienced and long-time players of wargames, who seemingly shun such ''introductory'' simulations. Which is a real shame, for Craig Taylor's design of Avalon Hill's titles for novices (this issue's featured *GETTYSBURG '88* is another such) are also excellent challenges for the jaded gamer looking for something new and quick-playing.

Those who did respond stressed the strong graphics and simple rules (with attendant short playing time). These are the very points that *PLATOON* was designed to accomplish: good graphic presentation to catch the eye of the browsing buyer, and easy rules which nevertheless present all the concepts of the more traditional simulations. Play of the various scenarios range from less than an hour's time to about 100 minutes. Obviously, this is a game to entice new players into our hobby by avoiding the worst

problems—obtuse rules and time—of its more ''realistic'' brethren. And basing it on a popular, award-winning movie didn't hurt. Perhaps next time we can obtain the input of some of those new wargamers in rating this ''little gem.''

Overall Value: 2.88
Components: 2.38
Map: 2.20
Counters: 1.97
Rulebook: 2.64
Complexity: 1.10
Completeness of Rules: 2.42
Playability: 2.04
Excitement Level: 2.62
Play Balance: 2.76
Authenticity: 3.58
Game Length (average): 7.4
    Shortest: 46 mins.
    Longest: 1 hr., 42 mins.
Year: 1988
Type: 2P
Sample Base: 22

READERS BUYER'S GUIDE

The following games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 (with ''1'' equalling ''excellent'' and ''9'' equalling ''terrible''). However, the Game Length category is measured in multiples of ten minutes (thus, a rating of ''18'' equates to three hours). A ''+'' following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system—original game plus add-on modules). Game Type is broken down into three broad categories: SO=Solitaire; MP=Multi-Player; 2P=Two Player. Finally, it should be noted that a minimum requirement of 50 responses (see the ''Sample Base'') was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

WARGAME RBG

Title	Overall Value	Components	Complexity	Completeness	Playability	Authenticity	Game Length	Year	Type	Sample Base
ADVANCED SL	1.80	1.77	9.25	2.11	3.44	2.04	33.02	1985+	2P	172
1830	1.86	2.00	3.88	2.72	2.04	3.20	24.52	1986	MP	50
CIVILIZATION	1.97	2.60	3.20	2.03	1.72	4.09	32.08	1982	MP	152
FLATTOP	2.00	2.47	3.61	3.12	3.56	1.76	43.96	1981	2P	95
EMPIRES IN ARMS	2.08	2.45	9.08	2.94	3.84	2.11	156.86	1986	MP	71
UP FRONT	2.11	2.24	4.36	2.83	2.38	3.56	10.16	1983+	2P	126
RUSSIAN FRONT	2.12	2.33	5.32	2.88	2.67	2.40	40.16	1985	2P	113
KREMLIN	2.28	2.51	3.64	3.33	1.81	5.24	11.94	1988	MP	63
BRITANNIA	2.31	3.08	2.93	2.89	2.07	3.52	23.72	1987	MP	77
TAC AIR	2.38	2.39	5.02	2.91	2.77	2.72	23.69	1987	2P	88
VITP	2.55	3.12	2.56	3.32	1.91	5.56	21.09	1977	2P	183
RUSSIAN CAMPAIGN	2.60	3.35	3.85	3.10	2.28	4.22	36.44	1976	2P	220
CASSINO	2.68	2.71	4.43	2.75	2.32	2.83	23.67	1988	2P	52
DIPLOMACY	2.71	3.36	3.00	2.68	2.82	5.18	33.26	1976	MP	169
ST. NAZAIRE	2.72	2.56	4.01	3.12	2.80	2.52	16.92	1987	SO	98
FIREPOWER	2.76	3.03	6.42	3.63	3.76	2.88	15.48	1985	2P	94
STORM OVER ARNHEM	2.78	2.68	3.84	2.84	2.32	3.49	24.35	1981	2P	87
FLIGHT LEADER	2.79	2.20	4.62	3.00	2.77	3.20	10.18	1986	2P	76
BULL RUN	2.80	2.67	3.80	2.95	2.96	2.93	23.76	1983	2P	62
DEVIL'S DEN	2.81	2.85	5.04	2.99	3.52	2.61	24.58	1985	2P	60
B-17	2.83	2.87	2.93	2.83	2.00	3.33	8.82	1983	SO	192
SQUAD LEADER	2.84	2.11	8.06	3.68	4.27	3.00	21.37	1977+	2P	231
2nd Fleet	2.89	3.35	5.27	3.44	3.28	3.55	32.23	1986	2P	55
WS&IM	2.92	3.24	5.64	3.00	3.04	2.60	20.07	1975	2P	172
THIRD REICH	2.96	3.56	8.83	3.70	4.00	3.61	45.83	1981	MP	227
BULGE '81	2.96	3.11	4.21	3.24	2.92	3.19	28.02	1981	2P	155
PANZER LEADER	3.12	2.79	5.63	3.72	3.32	3.82	19.47	1974	2P	210
WAR & PEACE	3.13	3.44	4.55	3.68	2.95	3.15	36.80	1980	2P	138
TITAN	3.16	2.68	3.48	2.66	2.47	4.48	29.08	1982	MP	65
Civil War	3.20	3.69	6.95	3.92	4.17	3.58	46.96	1983	2P	112
DUNE	3.21	2.48	3.29	2.93	2.88	4.28	15.84	1979+	2P	87
MAGIC REALM	3.29	2.44	8.41	4.08	4.20	3.79	20.76	1979	MP	75
Battle Hymn	3.32	3.33	5.24	4.32	3.48	3.89	21.26	1986+	SO	51
NAVAL WAR	3.35	4.20	1.12	3.40	1.60	6.72	6.00	1983	MP	81
STARSHIP TROOPERS	3.36	3.12	4.84	3.32	3.20	3.12	16.37	1976	2P	110
KINGMAKER	3.39	3.21	5.65	4.48	3.49	4.63	27.98	1976	MP	141
PG GUDERIAN	3.40	3.24	5.44	3.20	3.28	3.32	22.87	1984	2P	90
PATTON'S BEST	3.43	3.22	4.16	4.23	3.25	3.87	14.13	1987	SO	109
GLADIATOR	3.44	3.36	3.89	3.32	2.56	3.20	8.69	1981	2P	56
CIRCUS MAXIMUS	3.47	3.60	3.28	3.39	2.64	3.36	11.70	1980	2P	91
6th Fleet	3.48	3.04	5.64	3.73	3.88	3.64	47.67	1985	2P	59
AIR FORCE	3.48	4.27	5.38	3.64	3.61	3.12	12.90	1980+	2P	76
ARAB-ISRAELI WARS	3.49	3.25	6.93	3.72	3.52	3.72	16.37	1977	2P	123
PANZERBLITZ	3.56	3.55	4.92	4.16	3.26	4.50	18.25	1970	2P	215
PA AFRIKA	3.63	3.68	4.23	3.36	3.19	3.88	25.14	1981	2P	60
Pacific War	3.64	3.57	7.98	4.32	5.28	3.19	120.63	1986	2P	66
Pax Britannia	3.64	3.60	4.85	3.91	4.25	4.61	52.14	1985	MP	50
MIDWAY	3.65	4.48	2.80	3.16	2.43	4.52	21.10	1964	2P	130
DWTK	3.68	3.56	4.88	4.28	3.85	3.89	22.82	1981	MP	52
Ambush	3.68	4.08	4.94	4.40	3.91	4.61	19.69	1983+	SO	121
FORTRESS EUROPA	3.73	3.23	5.36	3.78	3.88	3.57	42.44	1980	2P	157
AFRIKA KORPS	3.77	4.43	2.20	2.84	1.88	5.40	21.44	1964	2P	167
HITLER'S WAR	3.80	3.89	4.20	4.25	3.44	4.66	34.79	1984	2P	78
WIZARD'S QUEST	3.82	3.07	2.11	2.94	2.16	4.92	20.92	1979	MP	85
Vietnam	3.89	3.35	8.60	3.83	5.26	3.75	90.86	1984	2P	60
WAR AT SEA	4.04	3.94	1.40	3.40	1.87	6.72	12.80	1976	2P	155
BLITZKRIEG	4.19	4.36	5.84	3.87	3.60	5.57	33.76	1965	2P	136
1776	4.25	3.64	5.28	3.88	3.24	4.40	26.30	1974	2P	154
D-DAY	4.32	4.73	3.56	3.45	2.91	5.08	27.16	1977	2P	125
RICHTHOFEN'S WAR	4.33	3.78	3.99	3.60	3.24	4.87	8.23	1983	2P	53
PANZERKRIEG	4.36	4.02	5.11	3.84	3.83	3.28	24.49	1973	2P	137
GUNS OF AUGUST	4.41	4.00	5.32	4.56	4.51	3.83	44.72	1981	2P	139
WATERLOO	4.44	4.48	2.24	3.08	2.21	5.55	17.99	1962	2P	104
Mosby's Raid	4.53	4.55	4.63	4.36	4.42	5.13	20.85	1985	SO	60
LUFTWAFFE	4.80	4.27	4.16	4.08	3.91	5.33	20.08	1971	2P	170
Nato	4.96	4.16	6.28	5.24	4.76	4.63	33.70	1983	2P	73
TACTICS II	5.88	6.22	1.52	3.89	2.96	6.80	14.87	1961	2P	108

With so many articles on so many popular games, the reader voting for the best Vol. 25, No. 3 was quite diverse. Surprisingly, the top vote getters were those on older titles, *followed* by Mr. Petraska's two on the featured *PATTON'S BEST*. One thing all seemed to agree upon, however, was that this was a fine issue, granting it a 3.02 Overall Rating. Based on a random sampling of 200, ratings for all the articles are as follows:

As always, at ORIGINS this year in Los Angeles, the hobby honored the best games and graphics of the past year's publishing. Not to blow our own horn too loudly, Avalon Hill and Victory did rather well in the ballotting. The "1988 Charles S. Roberts Awards" (now given out by F&M magazine), brought *Lee Vs. Grant* two awards (one for "Best Wargame Graphics" and one for "Best Pre-WWII Board Wargame"), *Tokyo Express* the "Best WWII Board Wargame," and *TAC AIR* the award for "Best Post-WWII Board Wargame." During the "GAMA Awards" (*once* the Charlie Roberts Awards—and if the reader thinks this is confusing, wait until next year), Avalon Hill was honored by being presented the "Best Pre-20th Century Boardgame" award for *GETTYSBURG* and the "Best Boardgame covering the Period 1900-1946" award for *KREMLIN*. Last but not least, word has just come that at GenCon, the "Gamer's Choice Award" in the Best Science Fiction/Fantasy Strategy Game category went to *MERCHANT OF VENUS*. It appears that our efforts last year paid off with some of the best games we've ever released. Congratulations to the designers and developers of these fine games.

News also has come of another honor for us. The issue featuring *DIPLOMACY* (Vol. 24, No. 3) managed to take the top slot in voting for the "Rod

Infiltrator's Report

Walker Literary Award," presented each year at DIP-CON (the national *DIPLOMACY*-only convention). It was presented to the team of Ken Hager, Eric Lawson, Bruce Linsey and myself for the lead articles concerning that classic multi-player game. A plaque and many much-appreciated compliments accompanied the announcement. Also presented at the Sunday banquet were the winners of the other two prestigeous hobby awards: Doug Acheson was given the "Don Miller Memorial Award" (for hobby service) and Marc Peters the "John Koning Memorial Award" (for best player of the year). And it was announced that next year's DIP-CON and WORLD DIPCON (a rotating bi-yearly event) would be held at Chapel Hill, North Carolina. For more information on next year's dual event, contact David Hood (15-F Estes Park, Carrboro, NC 27510), who will serve as the event's chairman.

The AREA *WATERLOO* PBM tournament has finally drawn to a close with Kevin McCarthy winning out on a tie-breaker over Peter Landry. The two finalists split their final round match—both winning with the PAA. Challengers for the *WATERLOO* crown can send their gauntlet to Kevin, care of Don Greenwood at Avalon Hill. As usual, preference will be based on current AREA ratings of the challengers.

Those who read our recent piece on AHIKS (Vol. 25, No. 3) might be interested to know that this nationwide organization of wargamers has a new president (Kevin McCarthy) and a new secretary —Mr. Bruce White (18824 Bent Willow Circle, #313, Germantown, MD 20874). He replaces Mr. Salvatore, who for years provided such sterling service and help to wargaming membership, grognards and novices alike. In the future, should readers have questions on AHIKS, they are asked to direct their correspondence to Mr. White.

The *Volunteer Transcribers for the Visually Impaired of the Pikes Peak Region Inc.* has recently requested and been granted permission to transcribe the rules of Avalon Hill's *STARSHIP TROOPERS* onto cassette tape for use by the handicapped in Colorado. So far as we are aware, this is the first time a boardgame's rules have been put on tape for such a purpose. It is our hope that many in the region served by this non-profit organization find as much pleasure with this game as we have over the years since it first appeared in 1976.

Contest 145, something of a unique experiment for it demanded that the entrants also consider what the German player could do in the first half of the current game turn, brought quite a large response (despite our oversight on the use of the term "Pinned", which of course meant "Dispersed"). Indeed, several among our winners drafted lengthy letters setting forth what the Germans could do, what they should do, and what the best American response would be. Common to all of these was the use of Opportunity Fire (an optional rule) and/or smoke, and movement to hold Ax6 and Aq2. As pointed out by several entrants, the Germans could not afford to lose 13 units, and so devised their set-up to maximize Op-Fire on German units attempting to exit. If three Shermans, 57mm AT guns and combined M8s each take on a loaded halftrack, ten to twelve German units should be eliminated or "pinned". And that near wins the game for the Americans. A random drawing among the 17 entrants we felt had the best placement for Turn 9 resulted in the following ten winners: Craig Bagley, Aptos, CA; Jim Eliason, Metuchen, NJ; Jonathan Hutchinson, APO New York; K. Kurtz, Cleveland, OH; Scott Marincic, Hay Springs, NE; Forrest Metz, Apple Valley, CA; John Ratta, Kearny, NJ; Phil Rennert, Fairfax, VA; Pete Thompson, Lexington, KY; and Bruce Wright, Incline Village, NV.

In Contest 146, Player B was the only player in the *ENEMY IN SIGHT* game who could guarantee that he would score ten points. Scoring points was easy—the trick is to *guarantee* that your player got the points and was not just setting up somebody else for the easy kill. With all of the Rakes already played, the maximum hits that could be scored in a single turn was four, and that was insufficient to sink anything. While boarding actions were possible, there was no way to insure that they would be successful. So the trick was to select a target that couldn't be hit by someone else while you waited for a subsequent turn to give it the *coup de gras*. Only Player B could isolate such a target—Player A's prize ship.

Player B starts by firing his 2-hit 5th Rate broadside at *Forgueux's* rigging to dismast her. C, with six cards and seven ships in Line, must draw the ast red card and play it against himself. The substantial hull damage of the *Elephant* guarantees that any red Action card will affect C and not be passed on to another player. B's second move is to play his French Break the Line card against Player A and declare his three non-French ships as line-breakers. Regardess of anything A or C can do, nothing can prevent Player B from playing his 3-hit 3rd Rate broadside against the *Achille* to sink her and thereby score 12 points. Player C cannot fire on the *Achille* because he has no mobile French ships now that the *Forgueux* has been dismasted. With that, Player B has taken 12 points (for a total of 102 at the end of play), which could well bring him the victory in this game of *ENEMY IN SIGHT*.

Next

Vol. 26, No. 1

Vol. 26, No. 2

GETTYSBURG '88 $15.00
Introductory Civil War Battle Game

INSTRUCTIONS:
Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "5", average; "9", terrible). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

1.	Overall Value	____
2.	Components	____
2a.	Mapboard	____
2b.	Counters	____
2c.	Rulebook	____
3.	Complexity	____
3a.	Avalon Hill Complexity	2
4.	Completeness	____
5.	Playability	____
5a.	Excitement Level	____
5b.	Play Balance	____
6.	Authenticity	____
7.	Game Length	____
7a.	Shortest	____
7b.	Longest	____
8.	Year of Publication	1988
9.	Type	2P

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television, shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending their leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The *GENERAL*'s version of the gamer's top ten. From the responses to this form the editors produce the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or fewer) games which you've spent the most time playing since you received your last issue of The *GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers Lists, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own discretion.

1. _____

2. _____

3. _____

Opponent Wanted   50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncancelled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Advanced Squad Leader—ASL, Afrika Korps—AK, Air Force—AF, Arab-Israeli Wars—AIW, Blitzkreig—BL, Britannia—BRIT, Battle Of The Bulge—BB, Bull Run—BR, Circus Maximus—CM, Civilization—CIV, D-Day—DD, Devil's Den—DEV, Diplomacy—DIP, Empires in Arms—EIA, Enemy in Sight—EIS, Firepower—FP, Flat Top—FT, Flight Leader, FL, Fortress Europa—FE, France 40—FR, Gettysburg—GE, Gladiator—GL, Guns of August—GOA, Hitler's War—HW, Kremlin—KREM, Kingmaker—KM, Knights of the Air—KOTA, Luftwaffe—LW, Magic Realm—MR, Merchant of Venus—MOV, Midway—MD, Naval War—NW, PanzerArmee Afrika—PAA, Panzerblitz—PB, PanzerGruppe Guderian—PGG, Panzerkrieg—PK, Panzer Leader—PL, Patton's Best—PAT, Platoon—PLA, Raid on St. Nazaire—RSN, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Stellar Conquest—SC, Squad Leader—SL, Storm Over Arnhem—SOA, Tac Air—TA, Tactics II—TAC, Third Reich—3R, Thunder at Cassino—CASS, Titan—TT, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wooden Ships & Iron Men—WSIM.

_____   _____   _____

_____   _____   _____

_____   _____   _____

_____   _____   _____

NAME _____   **PHONE** _____

ADDRESS _____

CITY _____ **STATE** ____ **ZIP** _____

CONTEST 147

For each Confederate unit below, indicate its final position following Confederate movement during Turn 12. Indicate the attacks made by the Confederate forces, in order of resolution.

Unit	Position	Unit	Position
Rodes		Longstreet	
Dance		Early	
Ewell		Johnson	
Anderson		Nelson	
Heth		Lee	
Hill		McIntosh	
Alexander		Pender	
McLaws		Hood	
Eshleman			

Attacks:	Attacker (drm)		Defender (drm)
#1			
#2			
#3			
#4			
#5			
#6			
#7			
#8			
#9			

Issue as a whole _____ (Rate from 1 to 10, with "1" equating excellent and "10" terrible).
To be valid for consideration, your contest entry must also include the three best articles, in your view:

1. _____
2. _____
3. _____

NAME _____

ADDRESS _____

**CITY** _____ **STATE** _____ **ZIP** _____

1989 ASL ERRATA

Readers who have sent in their coupon and are awaiting their copy of the 1989 Errata for the *ASL* rulebook should be patient. At this time, due to some unforeseen difficulties, the errata has not yet been completed. However, it is in the final stages. This errata packet will contain new pages for Chapters C and D, and likely being the last such we wish to insure that it is comprehensive. Upon printing, copies will be sent to all, for the coupons received to date have been filed and mailing labels prepared. Please do not call or write to inquire when or if your copy of the 1989 Errata has been shipped until after the announcement of its availability appears in The *GENERAL*.

OUT-OF-STOCK TITLES

Word comes from our Shipping Department that *LITTLE ROUND TOP* (forerunner to *DEVIL'S DEN*) is now out of stock and no longer available for order direct from Avalon Hill. It joins a number of other recently defunct titles as true collector's items: *STALINGRAD, ANZIO, ORIGINS OF WW2, ARAB-ISRAELI WARS, DUNE, GUNS OF AUGUST, TOBRUK, FRANCE 1940, MYSTIC WOOD, TRIREME, BATTLE FOR ITALY* and *SOURCE OF THE NILE*. Please do not order these games; we will be forced to return your order—delaying the processing of the rest of your merchandise. Stocks of others (such as *FORTRESS EUROPA, NAPOLEON*, and *BISMARCK*) are low and will not be reprinted; if you wish to pick up a copy of one of these titles, you'd best do so soon.

GETTYSBURG '88 EXPANSION MAP

Below is an extension for the *GETTYSBURG* map, designed to allow readers to play the variant for the game presented in Mr. Blumberg's "Horse Soldiers" (found in this issue commencing on page 17). To use the map, players must cut it out, trimming the hexsides bordered in white (i.e., at the top) with some care. Then align this expansion map with that enclosed in the game, such that hex H11 abuts hexes G11-H10-I11 and hex R11 abuts Q11-R10-S11. All terrain on the expansion map are governed by the existing rules.
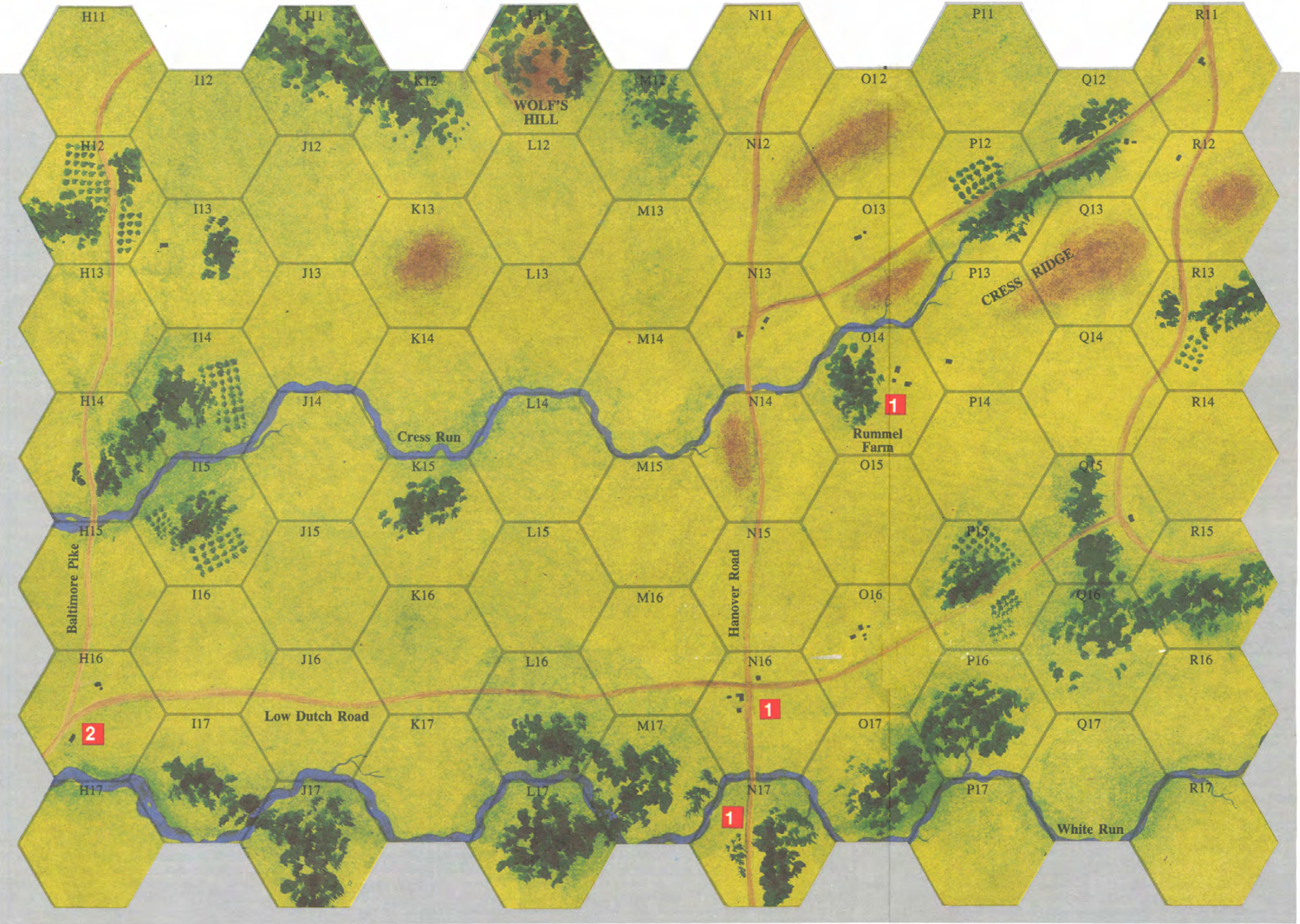
PLAYTESTERS WANTED

The Avalon Hill Game Company is currently looking for a fresh crop of playtesters for our line of computer games. We need people from a wide spectrum of age groups, backgrounds and computer experience. Beta-testing a new product is a very critical step in the development process of any new game. Applicants must be willing to devote at least 20 hours of playtime over the 30-day testing period.

Playtesting is not just a matter of informing us whether or not you like the game, but a series of operational tests to find out if the program works correctly, if it is possible to crash the program inadvertently, if there are system compatibility problems, and a lot more that we need to know before releasing a new computer product. We cannot guarantee that every game you test will excite your personal tastes, but if you do a good job for us eventually you will get to test many games you may enjoy playing. In addition, after the product is released, each playtester receives a copy of the finished game and credit in the documentation.

Good, methodical playtesters are hard to find. If you think that you would like to give it a try, fill out the form below and send it to The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214), marked to the attention of Phyllis Opolko:

NAME: _____

AGE: _____

ADDRESS: _____

_____

CITY: _____ STATE: _____ ZIP: _____

What computer(s) do you own?

_____

What types (war, sports, fantasy, etc.) of games do you most enjoy playing?

_____

How many hours each week do you spend playing computer games?

_____

Do you play other types of games? (If so, please give some examples.)

_____

_____

If you are familiar with our non-computer game products, which ones do you think would make good computer games?

_____

_____

On a scale of 1-10, estimate how knowledgeable you are about computers.

_____

Have you ever playtested a computer game before? (If so, please elaborate.)
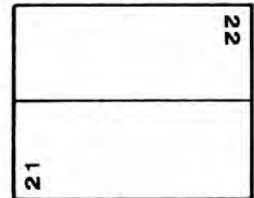
_____

_____

RECON IN FORCE

ASL SCENARIO G8

BOARD CONFIGURATION:

N ↑

	22
	21

BALANCE:

✚ Add a 4-6-7 to the German OB.

☆ Delete a 4-6-7 from the German OB.

VICTORY CONDITIONS: The Americans win immediately when they Control buildings 21J4 and 21Z2, or at game end if they have ≥ triple the Axis Casualty VP total.

TURN RECORD CHART

✚ ⫼⫼ AXIS Sets Up First	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [320]									

⫼⫼⫼ **Elements of the 208° Battaglione Costiero, XII Corps [ELR: 1]**
set up on board 21 on/east-of hexrow Q: {SAN: 2}

3-4-6 **12**	8-1	8-0	MMG 2 B11 4-10	LMG 1 B11 2-5 **2**

Set up anywhere on Board 22:

3-4-6 **5**	7-0	? 7 morale **7**

✚ **Elements of Panzergrenadier Division 15 [ELR: 4]** set up on board 21 on/west-of hexrow P:

4¹-6-7 **7**	2-2-8	9-1	8-1	MMG 2 5-12	LMG 1 3-8	H5[9] AA M8 3 37L (8)

☆ **3rd Ranger Battalion [ELR: 5]** enters on Turn 1 as indicated: {SAN: 3}

Enter within four hexes of 22Y10:

6³-6-7 [E] **8**	3-4-7 [E] **8**	9-1	8-1	dm MMG **2**	dm MTR M2 50mm **2**	BAZ 43 X10 8-4 **2**

Enter within four hexes of 22I10:

6³-6-7 [E] **8**	3-4-7 [E] **8**	10-2	9-1	8-1	dm MMG **2**	dm MTR M2 50mm **2**	BAZ 43 X10 8-4 **2**

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. The stream is shallow (B20.4). All buildings on all boards are of stone constuction. All rowhouses are also considered single-story.

3. The German AA Gun and crew may not set up in a building or road hex. All German infantry squads may set up Deployed. One German squad, plus any SMC/SW that set(s) up in the same Location, may use HIP.

4. Two Italian *squads*, plus any SMC/SW that set(s) up in the same Location(s), may use HIP.

5. The American force may not begin the scenario with more HS than are listed in his OB. U.S. squads may not Deploy, nor HS Recombine, until Turn 2. The morale # of U.S. MMC is *not* considered to be underlined.

6. The Axis player may not form multi-Location FG that contain both Italian and German MMC (/SW possessed by those MMC). An Italian unit's use of a German SW (or vice-versa) incurs the A19.32 B# (but no Captured-weapon) penalty.